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# **SPECIALS**

# 16 BLASTIN' MASTER

Own year after the second of the Carl Speak, the down lay a returns in CU with a venguance is the shape of the Bustin' Bustin a down containing Dozan's Operation Prior on one side, and a free, provincely surviscored game on the other. Askips sweets qualify for a great society of saving on the Brishad Operation Prior Second Second

## **66 POSTER**

EX's animated interpretation of chees seems to life in another CU centraled



## 81 SPECIAL OFFER

# **100 RUBBER**

SOULS

Spitting hungs returns to the services. this receth, so CU thought you might like to knew how doesn pappels are rharfa. Play we give you the chance in the conditions of services.

# 10S PLAY TO WIN

Some Jarratt taken over CU's hiets and tips section and images you a selection of maps and play quales for 64, Araiga and the arcade, including tips for intendity by Andrew Braytersolt and a

# REGULARS

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Thunderbinds - ses previews



Billiter — Mille Pattenden Self Wrise — Mille Ration Code Balloy (1994)

85,004 Jan-June 1988



# BLISTERING BARNACLES

nlogrames have just announced their intention of bringing Belgium's most tamous son to the world of home computers. We refer. dolts, not to Eddie Mercyx but to that 1930's comic book hero Tin Tin who fought the good light for freedom and justice in dozens of adventures. armed only with a cowick, a pair of plus fours and his sharp wits, and accompanied by an unlorgettable crew of friends and allies, including the dipsomeriac Captain Haddock Isyountellerm of abuse "bashibuzouk".) the absent minoed scientific genius Professor Calculus and, of course, his faithful pooch Snowy. According to an Infogrames

spokersperson, their game will be based on perhaps the best known

Tin Tin artysolum "Explorers On The Moon", in which our young hem and his entourage travel to our

nearest celestral neighbour Tin Tin will be making his computer debut in time for Christmas on the Amiga, with a 64 version planned to follow in due course And to mark this truly charming licence. Infooremes have copies of the original comic book versions of both "Explorers On The Moon" and its prequel "Journey To The Moon" to the first five CU readers who can correctly name the two completely usalesa detective twins who crop up throughout the Tin Tin Compo, Commodore User, Priory Court, 30-32 Ferringdon Lane, London EC1R3AU.

# DOMARK TIES UP ATARI

announced the signing of a mejor licensing agreement with com-op giants Afan their top arcade games being local software stockisl in the first puarter of 1989 Subsequent cops n'robbers driving game APB tave with Buzz - Toobin', which los pastime we know of involving a rubber inner tube

licensing company) though

CONTRACT SIGNATURE

# **BITMAPS BACK**

Bitmap Brothers have committed themselves to producing three futher



They we already released one smash 16-bit title in Xenon (through Image Works, Speedball, on early sightings look set to repeat its forerunner's success. The first of the new Brimapilmaga Works collaborations should be with us early next year While Image Works refused to confirm or deny the of the three games will be a follow-



### INCENTIVE TOTALLY ECLIPSED

If you're a tan of Incentive's per gamestey system per gamestey system Prescape, you'll be happy to hear that a thrid sample of the genns is on its way Total Ecipse is sell in 1930 in Egypt. Your lask this time is to save the world from the writch of Ra the sungod who in decided to below up the moon, thereby causing an ecological decider.

crisister. You're armed with a revolver, whiter bottle, compass and water, whiter bottle, compass and water, and you'd better be on your lose as you whiche through the pyramics murtimes, highest trapitores and the like Sounds more like infeature, dones Part III than another descended to Driller, but no doubt Freescape will work six maps es effectively amongst the sends of the Nile as it did not use the space.



## NO EXCUSES FROM ARCANA

andere-brispose-lists Archard are set for upward mobility with the impending release of 40 Enziones in mobility with the impending release of 40 Enziones in partie calculated to assertios the most of anybody whose ultimate archard in the Edy According to a spokes-pecsor for the stry reting soldward house! This general SD psychological thesis remains a soldward house! This general SD psychological thesis remains a soldward house! This general SD psychological thesis remains a soldward house! The species of the stry remains any according to the set of the strength of the set of

An accurate assessor of your Gordon Gelkio ambitions or the product of a wend "sense of humour"? Decide for yourself — it's due out on the Armos shortly



# REAMS

Soon to be neleased from Mainhard, Weird Dreams, as fit stances assigned as, drops you right his the middle of a sightstance. Noving drifted into this business, which where hashmale ediplects become animals and the stances of mirroral puzcless to make your way lacktile assity (If you were ever

## CAVEMAN UGH-LYMPICS

The state of the s



# **IRONLORD**



New Iron Franch software insues Ubloof from Earl — I'm Crassive of Austice places you in the chain mall of a prison who returns from the Crassive insues the returns from the Crassive insues of the Crassive in the Crassive

# SHOOT

# OUT





## IN EXXOS

oflowing the success of Captain Blood the programming learn responsible headed up by Philip Unich and Dider Bouchon have set up their own subscalary label within the inlogrames organisation in order according to infogrames 10 reproduce some other games of a symitar level of organials?

surflar level of originality. The new blade, which will be called Exison, boasts a cursous motion traits at height half. Nepe of a next, and height half. Nepe of a next, and height half. Nepe of a next part of the new height half of the new height half of the new part of the new height half of the new part of the new

### MARTECH BLAST OFF

Serondipitous times indeed! What with US Gold's Thunderblade and Activision's Afterburner set to dominate much of the pre-Christmas column inches, it's with interest that we note two press releases from Martech heralding the luminus release of a brace of serial combat games, one of which seats you in a "ghostly fighter" and describes itself on "a stupendous, state of the arts (sic) seek and destroy arcade combet game", the other being a "gripping new mega miles per haur arcade almulation of a Supercobra attack hallcapter".

Phanlom Fighter and Hellfire are due for release in December and Nevember respectively. The chopper game will be available on both 64 and Amiga, but Phantom Fighter, programming the see witch programmed by a sew trish programmed by a few light programmed by a few light programmed for the 16-bit machine.

# EXPLODING

The most state of the state of



# PAPERBOY



# THUMBERS! ARE

The first part of the control of the

Life Services and Services are services and services are services and services are services are

where they first describe the street of the

Near St. And December, the Law Had broad Law Halaw of the bare transplants for an idea of Arms.





# ROBOCOP

ased on the tuturistic movie in which a badly mauled American police officer gata reconstructed as a superhuman cybernoid, Ocean's conversion of Rabocop will be hoping to duff up all the competition over the yulatide Uniquely, Ocean signed all the rights to the movia, including coin-op rights, before it had even bear completed, and then they subsequently sold Data East the rights to produce the arcada game, neatly up ending the usual conventions What you re looking at here is in fact, the resulting coin-op, already released in the States





# CRYSTAL

urveyors of line gerning implements. Powerplay have just unveiled the latest addition to their growing line, the Crystal

growing line, the Crystal Two Crystal abcks ere available the Standard crystal retains at 514 99, and the Turbo Crystal, with last autofire, at 514 99. Both joyalocks are fully microswitched, and should be available by the time you read this.

Powerplay are also giving away Cruiser attois in a CU compo on page 77 of this very mag, in which one lucky reader gets to play with en Amiga Check it out!

# **OUT RUN**

I you weren t impressed by any of impressed by any of resing games then your dosh for last year a Christmas biggie, Our Rumin is 1 bit form Here's an exclusive that make a serior sounds of a Feares sampled comment of the serior policy into the grant of Conviersion house Probe Feares sampled to the serior Feares sampled wheat spin and a set of keys going into the granton.



# SHINOBI

Cop a seek of this the One development of the Arrings versions of the Arrings versions of Salesale, due for reviews by newly-actablished PM, eshabling index, fished, in the pre-Carleman period, General arrenting accombing days only-op, Salesale accepted a new for the conduct day only-op, Salesale accepted when a nintide oriental searcher are resident accepted the salesale accepted to the salesale accepted the sales

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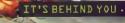
# ROCKET

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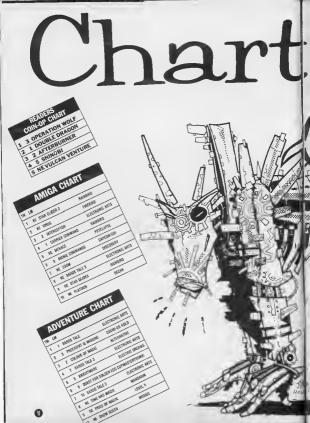






Available soon on Commodore 64/128 cassette (£9.93) and dick (£14.93). Spectrum (£9.95), Amstrad cassette (£9.93) and dick (£14.93), Alam ST (£24.93) and on Amiga (£24.93). BTYPE™

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NOW THE ODDS ARE EVEN



he faut, in the Date pressed in the Jordan austices were 78 to the deciden massilian rocked shows a temperature and extraction Earth, East and West on backed in the Displacet prime. If all,

With an involving chelic of medicin weapons at your disposed, any you be appropriate to the control to immunion as for place? Many shall, profound and control-their marchine, you must have your Strate or Manual International Visit of Control.





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Assessed in 20th months to the 24 for \$14.0 to extract \$1.00 for \$14.0 to extract \$1.00 for \$1.0





64 owners on the cover, doesn't mean we've forgatten obout all you 16 bitters out there. To soften the blow at not receiving your own freebie we've negotiated a great money saving deal on the finished Operation Walf game.

With its downloaded arcade graphics the Taita conversion promises to be a real treat for Amiga owners, and you can get a copy for half price. Just fill out the form below and sharpen up your eve for some class blasting. Oh, and the offer is limited to one copy per household so dan't get ony ideas about setting up your own business!

_							
I anclose Operation	£11.5	) plus	£1	pastoge	and	packing	fa

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# **OPERATION WOLF**

When it was released late last year CU described Op Walf as being "set to blaw the arcades to pieces". It's done all that we expected and more, but there were still eyebrows raised when Ocean unnounced they had secured the licence to it. "What are they going to do, give a way an Uzi with every capy?" said one journa. Of course not, but those willy Ocean folk recognised that the gun mounted on the front of the cabinet wasn't the game's main attraction — that was down to the frenetic gameplay. The answer was to have a scralling gun sight, something which Cabal has proved is perfectly warkable and entertaining in the arcades at this very moment.

What Operation Walf has to have to succeed is the feel of the cosn-op and the graphic sharpness. Our free demo cassette should leave you in no doubt that they've captured that with a vengeance

The 64 version was programmed in-house by Calin Parch with graphics by Steve Wahid. The Arriga version, currently approaching completion, is being programmed in France and, we're told, they've managed to squeeze the arcade graphics into the 16 bit wundermachine Bath versions should be in the shops from the week beginning 21st November.



# EECU

# 'IN' MASTER

# **EXCELERON**

Side 2 of our giveaway cassette contains a complete game, not a clapped out re-release of an old flap, but a brand new shoot am up programmed especially for the accasion by newcomers Video Images

The Scuntharpo based company of three claims to be the youngest development house in the country — and with some justification — their average age is nineteen.

The fear comprises of Dave Colley, Dave Bradley and Dean-Histophtom who organize the projects, some of the graphics, disagn and co-ordination Excelerate field was caded by Kewn Lawmence who programmed Submisse for Freibird or few years back. Video Images one currently doing convension work for Mediagenic on

Video Images one currently doing conversion want for Meadagemic an 16 bit and one of the first projects you'll see from them is the Amigo and ST versions of Bangkok Kinghts, which will feature cade from a relative unknown, Andy Fowler (who received dozens of offers after he wrote on ST demo of Undium).

Look out early next year for a special CU Amiga game



U FREE CASSETTE NOV 1

EXCELERON

ERATION



Instructions: Side A —

Operation Wolf — Press SHIFT RUN/STOP and press PLAY on datasette to load the demo. This is a scrolling demo of

Level 1. Pick up extre ammunition, health points and rockets by shooting the symbols concealed around the screen. Avoid shooting knocent villagers or medical personnel.

Side B Exceleror

Exceleron— Press SHIFT RUN'
STOP and prese PLAY on
datasette to load the game.
Exceleron is a parallax shoot en
up tor one or two players, the idea
being to collect the six pieces of
shield from around the outside
planets which will allow you to
then go to the middle planet. the
will be allowed to take on the final
confrontation on LEVEL 8.
Control is lovelitic only.

# WIN A COLOUR T.V.

# Compo

It's not as good as winning an Op Wolf coin-op, but you have to admit they're a bit impractical. Can you see your mum letting you stick it in the corner of the living room and offering the vicer's go when he comes round?

What we do have to give away, thanks to those philanthropic chaps at Desan, is a rather nice colour TV with that all important remote control hox so's you don't have to crawl out of bed on Saturday morning to switch on Saint and Greavsis (you slub — Ed).

Twenty-five slightly less lucky runners-up can expect to

receive copies of Operation Wolf.



And my 2 have to 1.1 And Muly's conjective send as 110 years to be from any type with Migration and these any type with Migration and type the 122 so it come their surely gate Through, 2 seems those three two

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Appendix of a Victorian Control of the Investment of the Investmen

DON'T GET LEFT IN THE DARK...

















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become the latter of the latte



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# **SCREEN SCENE**

his is where the reviews start and in common with the rest of man thrush have changed. Don't worry, CU will still maintain the high standards it has set for assessing games and still still be done in an entertaining and writy style. What has changed though is the look of the pages, and more importantly the Way we cover games

The Amer reviews will figure throughout the magnane, rather than in a section of their own - that's because we helieve both markines now ment the same degree of coverage. Owners of 8 bit machines are interested in what's happening for 16 bit machines whilst Amign owners can expect many of the 64 games they see to be converted. We il cater equally for both groups by giving you updates and teiting you whether and when other versions can be expected. Where gunes are released simultaneously we'll review both together with a relection of arreen shoto

We'll also be looking to help you out with more information in the form of sturting hints, background detail and technical data.

The other obvious charge is the score panel. This has been streamlined in a way which really helps you decide just how we rate a game. There are now used four extegories we're interested in graphos, sound playability and lastability. Playability simply refers to how addictive and well-designed a game is and lastability refers to the enduring appeal of a game - are you going to clock it in an hour" is it too benion?

Finally the scores are represented by percentages. With the high quality of releases on both formats now, we feel that marks out of ten are simply too constricting, so games will now be instelled out of 140. Anything which acores between K5% and 92% ments a ScreenStar and anything that receives between 33% and 190% ments a SuperStar New what about the people giving the machine as well, particularly

# Bubble Bobble just has to

be his fave game ever, along with Star Wars on the ST (just a minute . . . Ed) and Mercenary which he rates as the best game ever written. What a bonna fart



# MIKE

PATTENDEN The Ed. of course When he s not letting Nick Kelly win at tennis Mike is playing or wetching football. He's a season ticket holder at West Ham and plays Sunday League football (at which he's totally brilliant - Ed) His toyounte games are definitely of the arcade variety with sport sims and shoot 'am ups figuring highly. His bestest game ever. has to be Operation Wolf, but he also likes the odd pinball



# DILLON

Heevy metal mutha TD. a young man carefully breading a pot belly daspite his tender years. He anjoys most types of games (he rates Elite as his number one fave), but he s particularly keen on the role playing variety as well



# MARK

PATTERSON Despite being an Arsenal fan Mark's quite a nice chap really. He's just become a statt member, joining as copy chaser, though we reckon it's just a way of getting hold of our Amiga. Like TD ha's a fan of role playing games and rates the Bard's Tale senss as being the best games he's



ever played

## BUCIAK CU's ex Dep Ed runs a desk-

top publishing company with



Perty Animal

# NICK KELLY

Lead singer and songwriter with The Fat Lady Sings (The Fat Lad Whinges as they're know here). Nick hads from Dublin and mainly handles the arcade reviews, though he turns to the home machines once or twice an issue

Most of Nick's spare time (and indeed much of his work time tool is taken up with the band, but in moments of



## quietude he enjoys whacking Mike P at tennis and eating Hrs favounte game ever, is Wizball on the Amigs, R-Type

in the arcades and Paperboy Basically, he says, "nothing too intellectually straining. Quite right too.

# STEVE JARRATT

Japanese food

Another Newsfield reject, no really. Steva just joined CU after a bnef period as a treelencer Ex editor of Cresh, Steve, and not a lot of people typewniar.

and painting. Look out for those maps

MACMAHON Known to many software com- Ken McMahon. If anyone's panies as Ken the Bastard ever wondered quite how he because of his unkind re- got that name it's because waws, Ken is not a man to he's of Ukranien descent. So

suffer poor software gladly. It now you know Bohd' as he's was he who gave the in- affectionately known is well famous Ninja Master zero into Microprose style sims and know this is, was an industrial when he reviewed it, almost racing games chemist before he took to the causing World War III in the process Kan will review any-His pastimes include ten pin thing as long as he s paid for bowling, trainspotting (Or it, but he's wall into flight sims That s a complete tiel - SJ) and games with depth - like Silent Service (Is that sup-

posed to be funny? Ed)





bonus on the next tower The addictive qualities of this game are literally phenomenal; all you need are a few quick goes and you're hooked - like the majority of the CU team seem to be at the

son have been essaulting the Amiga market with some great raleases such as Zynaps and Cybernoid. This trend now continues with the

release of Nebulus. When I first saw Nebulus it was on the Spectrum and at the time I didn't thinks too much of it. But now after playing the 64 and Amiga versions I can safely say I've been under your feet or being hooked on one of the most addictive games of all time

The basic idea is simply to try and make it to the top of each tower; but it's the route you take that's the problem. Firstly, there is only one real path, and from here on in that strategy is like a heavy snort of chess, but far more devious. To progress up the low-

ecently, Hew- er you need to use platforms, lifts and dogrways. The problem with doorways is that unless you're an experienced player you never quite know where you're going to end up: in a battar position or in the drink. Lifts are straightforward green man-carriers, elthough they can also lead to come rather nasty knocks on the head. The platforms also contain ptfalls such as the annoving habit of vaporising

> you back into it. Each tower scrolls rolationally as well as vertically and mastering the mild concept of this idea is half the key to being successful in your approach. If you come across a lift which is blocked by a destructible platform that cannot be shot from where you stand an alternative mute is required to bring you onto the

> greased just as you bypass a

particularly nasty alien, forcing

same neight as the block. As long as the block is in range of your killer anowballs, you can clear the block scurry back to your first position, and use the it in cefety Other problems require

avoiding some really nasty meanies. I say nasty because they go one slep further than actually killing you, they knock

you down a level or two on the lower you're on. This may not sound much but after strucgling for ages on a particularly difficult bit with precious time slipping away, this can be agonisingly painful

Between each tower is a bonus lavel where you, in the guise of your little puggy man, happely blast sway at marine life, encasing fish in bubbles and collecting them for e time



Gols' fishin' for bones time.

WCC BS

SOUND GRAPNICS LASTABILITY 89% PLAYABILITY 94%

Hewson Price: £19.99



# Screen Scene



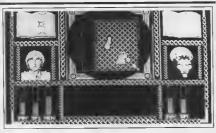
moment.

In a game with as limited a field of play as Nebubus the graphics have been produced externelly well. When you start, the base of the tower and the nastes are reclisticatly reflected in the water below, and the sky is beautifully graded using around 60 colours on-screen. Clever stuff, eh?

Sempled souho affects are abundant, though not exactly the most amazing I've ever heard. Still, the sound is suitable when sot against the cute, pug-nosed main sprite and those annoying aliens, one of which antaine with a dry wherezing cough!

Nebulus is going to be one hell of a game to complete, but then it's going to be one hell of a geme to put down again probably one of the most addictive games ever to be released anywhere (honestly). In fact it should carry a health warning, the amount of times people have nearly thumped the Amioa (Jarratt) or a wall for that matter has to get a mention. Ultimately, it's a mentally stimulating, reflex testing, light hearted game that must rank as one of the bost ever release:

Mark Patterson



# Screen Scene

butes are altered to mate those of your opponant, thus making the combet nice and

As role playing tends to go this is extremely bad, with no problem solving and no sense or feeling of trus rols play To dascribe it as a apody srcade adventure would be more apt. For a start the graphics are

very poor in the assential places and very nice where it doesn't really count. The play area is a small circle in the top centre of the screen which starts off tiny and steadily grows smaller as you lose energy The character pic-

# WIZAR WARS

Your aim is to become the

takes fantasy greatest wizard in all the lend,

role playing and to schiave this you have one step furthto go sround being as violent Well as possible, blasting off magic that's what it says here. What left right and centre, decapitatit fails to state is in which ing soiders, ghouls and other direction. And for that fact it's wizards not so much FRP, in fact all Stretched over a mindwe have here is a basic fan-

numbing three levels, your littasy arcade adventure. Stand tie wiz has to collect spalls, it shoulder to shoulder with trinkets and magic items to The Bard's Tala and Wizard help turn him from the warlock Warz loses by an instant KO. equivalent of a .22 pea shooter into a cruise missile. The wizard has three rat-

ngs, phy, spi and men each corresponding to a set of spells. Casting the appropriate spell raduces x amount of points from that particular stat until it's depleted or death occurs.

The spells come in two categories -- offense and deoffensive snell can be something like a fireball or mind hlast, costing



Lapks like Joylows.

amounts of points and causing a set amount of damage. The detensive spells can be forms of shield, flying, spead or teleporting spells.

Level one is quite simple: kill the monsters and refurn their treasure to the appropriste town. Level two instigates the 'choosa your own monster' option, whereby you cycle through a list of monstars, select the one you wish to light

and than attempt to duff it up Finsity you're transported to fence (hud, hud - Ed). An the castle of the seven mages, whereby you're set upon by the first of the rival wizards, a diffarent Wolf Lord Your wizard's attri-

fures at the side of the screen are well-defined cameos of your adversaries, which is more than I can say for the monsters themselves, which ere the same sprite as the main character, bar the colour of their cloak.

Take my advice -- after all that a what I'm here for - and keep away from this one Mark Patterson

SOUND GRAPHICS LASTABILITY 41% PLAYABILITY 38%

Canvas Software/GO! Price: £19.99

# Shades

MULTI-USER GAME

# CCESS TO A MODEMS THEN DIAL DIRECT INTO THE ULTIMATE ADVENTURE

Microme you can now did direct into Shades through Derived Service Network (DN). Seen as one of the leading multi-user games, it has been one of the beating multi-user games, it has been one of the best kept secrets around. Accessible in either viewdata or scrolling modes, everyone with a micro and a moden will soon be pitting their wits in the land of Shades.

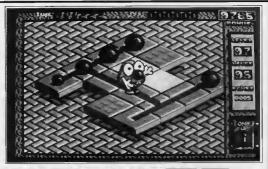
s players are free to roam anywhere, this enthralling game takes you on an adventure unlike any other. Real life choices and decisions to be made, as you meet fellow travellers and strange mystical beings en route.

egin as a novice and work your way up to the all-powerful status of Wizard but beware there are those ready to trap you. So plan your strategy well—perhaps with others, at one of the Shades popular meeting places.



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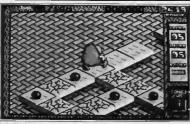


his is the one, look. Rombuzal is the engual is the enguing, highly involved and enrodity railsize guide-the-fat-blob-around-theexploding-tiles game that I've played this week. Wall, maybe that's not so much of an iscolade, but that's alinght because Bombuzal isn't a very good game

You'are the mad Bomber. You live to explode bornbs. You're entire being craves the amel of gunpowder, the fash of the fuse, the shock of the explosion, the test of blood and all the rest of it. You live on an odd little world made up of lote of little field plains. Each plain is made up of lites, come dangerous, some not.

You spend all of your life running around on these tiles.

Image Works Price: £19.99 BOMB



### Romburgel homby out

Should you decide to try something completely diffarent (e.g. run off the tries) then you plummet to your death. some six inchas below.

it that) is to detonate all the bombe on each level by running up to them, priming them, and then running eway before they explode in your face. As the bombs explode, they take you can be pretty sure that some tiles away with them, the number directly proportional to the size of the bomb. A small it's on and will trigger any bombs within one file on any of the tiles' four sides. A large bomb, however, wipes out all the tries within a three tile radius and detonates any bombs within one tile out of that area. Get your bombs in the right place, and you can set off a chain reaction that can wipe out the whole level. with you included. So be care-

If all that isn't exciting enough for you, there's lots more thrown in, just to get your shoes quivering. Diffe-

rent sorts of tiles, for example. There's your normal OK-tostand-on tile which can be blown up by an explosion. Slotted tiles do all the same Your mission (if you can call stuff as the normal tiles but

have an extra special capebility. Any bombs on a slotted tile. can be picked up and moved to adjacent slotted tiles. On a screen that has slotted tiles. you're going to have to do some shifting

A nyeted tile is OK to walk bomb will only destroy the tile on end won't be destroyed by an explosion. Cracked tries disappear as agon as you step off them, so always make sure that you went to walk across it before you do, because once you do, there's no turning back liced bles make you lose On top of that, there are

swell bombs. No, not bombs that are nice to American persons, but bombe that change size from small to large, each size doing varying amounts of damaga A-bombs ara scattered about on some later levals. Trigger one off, and all

the bombr on that level go off Power temples can be found to Should a bomb go off next to one, it sucks in the force of the blast, preventing it "om destroying files and detoneting other bombs Teleports transport you all over the shop. A spinner is there to ensure that you don't spend too much time on the starting

square. After a short amount of time, it will push you off the square you're on in a random direction. Switches also lie one which has been spoilt by around, which change parts of the level you're on

Phew! I wips the sweet from my brow. Imagine, all that in one game. I bet you can't wart to play it, but hang on, there's more! You can play in a 2D overhead view or a 3D isometric perapective view

The graphics are large and cute, but nothing to write home about. The grametion on the other hand, if you can call it animetion, is terrible. There only seems to be four frames when he walks (it's more of a glide than a walk). This spoils the overall look of the game.

# Screen Scene

which is pretty bland anyway. consisting of a few diamonds with some bearing different markings to the others and a red circle here and there Come on, isn't this an Amiga game? As for the explosions! They're nothing shart of a joke Even the Spectrum doesn't do explosions like that. The bles variet to be replaced by lots of flashing red pixels. Har de ber har. The cantrol is hornble. For

and Bishop heve rotated the directional control by 90° in companson to every other isometric perspective game, which means lots of mistakes It's very easy to walk off the edge of a platform because you automatically direct your character according to in-Bombuzel is a nice idea, but

one thing, Messrs Crowther

one or two stunid mistakes.

# Tony Dillon

tween the 64 and the Am version are the grap Though clean and well deon the Amina. suffer the same pld problem of the 64's resolution. Large blocky graphics and snimation make it a lessthan-average game visually. The overall presentation is pretty bland, with a boring front end and some tald basic sould effects.



GRAPHICS PLAYABILITY 629 LASTABILITY 31%

# Daley Thompson's Screen Scene

# **OLYMPIC CHALLENGE**



onr old Daley, F

broken, but unbowed he missed out on another Olympic medal by a measly 22 points Ain't life a bitch? Ocean must be more gutted

about Daley's demise than moet had he succeeded DTOC would probably have fared much better chartwise than it has. The 16 bit version appears, rather in the mould of Epyx games, etter the main



the Balen

Ocean Price: £24,99 DALEY REACHES

more than topicality to give it

To their credit, Ocean have tried to make use of the Amiga with e different approach to the game in using digitised pictures of the greet man to accompany the action. However these only serve to highlight what was the game's main weakness on 8 bit it's still a very stilted joystick waggler. In each of the ten events virtually all you're asked to do is thrash the stick violently from side to side, a technique which really has as much place in sports sims these deys as synchronised swim-

The 16 bit version also falls down on the 64 with the graphics believe it or not. Yes. I know they're digitised which is fine, but for most of the events Daley's digitised pictures merely accompany the action - the real sporting prowess takes place in the world of spntes and pixels, and really these leave a bit to be desired. They're small and not really that detailed Sound too is poor, and

although there's a jolly tune. the effects are weak and limited to the odd grunt and what sounds like an express train rattling over the points in the distance. It's supposed to be the crowd's reaction, A shame really, because

had Ocean found a way of utilising the digitised pictures more usefully and avoided the joystick pumping then I'm aure DTOC would have been a hit Mike Pattendan

SOUND GRAPHICS LASTABILITY S6% PLAYABILITY 57%







back! Only now he's got lots more colour, a large scrolling maze

and a few special abilities Pac has been enlarged, rotated through 90°, and given a new, overhead perspective wew of the world. The game, however, remains exactly the some. Pac, a rotund yellow set-snything ball (a bit like C+VG's ad man just after he came beck from his holiday) has to race around a maze collecting all the pills that are lying on the floor by running over them, eating them as he passas.

The only things hindering him are the ghosts that race around the maze, some in a random pettern, some of which home in on him almost telepathically, and some which follow him in a 'line of sight' fashion, that is, should ha go round a comer, they stop tracking him until they see him again.

The orginal Pacman used to get quite hecto; if you had two chosts coming from oppoeste directions, and nowhere to



its 16 bit counterpart. Unfor-tunately it doesn't have the n do with a 64.

The gameplay is fast and rious, but falls down by o goes to get to the final nment is a little bit much

GRAPHICS: PLAYABILITY: LASTABILITY OVERALL

turn, there wasn't very much you could do, except west for the impending doom, Happily. the approaching ghosts and away into the blue yonder As the ghosts don't change direc-

in Pacmania, there is, You can be a roller?), jump up into the air, clean over

tion in the middle of a path, anly turn the tables on the you should gain enough time chosts, making Pac invincible to do a runner (or should that and allowing him to kill them off by mursching them. When

As in the original, Pec has dead, the chosts' eves are all his power pills. In each of the that remain, whereupon they four comers on the maze ere. By off to a special location in oversized pills, which tempor- the centre of the maze to



Price: £19.95









raform into ghosts, and return higher levels, things like wrato manacing

At random intervals, a special pill appears in the centre of the maze. This gives Pac things like extra lives, super speed, invulnerability or just cate Right near the end, the plain points.

There are four worlds to size of an ordinary ghost, travel through, the first three these things are hard to evoid. ara selectable as starting levels from the front end The gets me every time is the amount of levels on each jumping ghost. It starts on starts at one tor world 1, and world 3 and can't be sumped increases in direct proportion over, as it has a hebit of to the world number. On the jumping when you do, so you

Pac, we need U Z wrap



tool you into thinking that the maza is larger than it is. More and more chosts appear and the mazes bacome more intribig ghosts appear. Twice the The one type of nasty that

180 Can you paarly? tend to jump into it, rather than. The sound is really race too

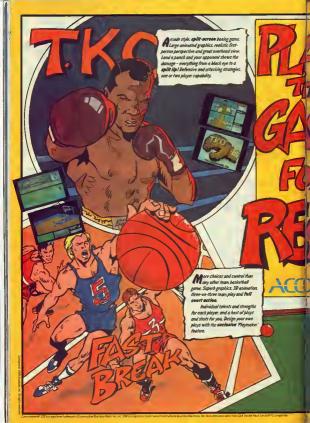
little distinction between the ka' sound when Pac moves. arcade version and the Amica varsion - unsurprisingly since the graphics were downloaded from the coin-op. For a start, the borders have been less. The problem is, as an removed to give the game a idea it's a bit outdated Nostalfull screen. The characters are gics might see things differentlarge and wall detailed with all ly the character of the original

with a tunette here and there, To be honest there's very and a continuous 'wakka wak-

> Pacmania is a good game There's no danying that, It's pleyable, fun, a bit on the saay aide maybe, but fun nonethe-

> > Tony Dillon

**Graphics** Sound: Playability: 78% Lastability: 62%





There was only one way to improve the original.

Start again from scratch





## ow that the Olymoics is all over and

the athletes have gone home some sooner than

others - it's time to get down to the real nitty gritty of what sport is all about. By Fair below the built punch and the Means or Foul is a boxing simulation where anything goes It's what most sportsmen and women, if they would only admit it, are all about winning at any cost

where the crowd (but not the ref) can see it. None of this surreptitious steroid stuffing months before the event, here we're more into the crafty knee in the groin, the innocent

> Software Price: £9.95 cass £11.95 disk

outrageously givent headbuilt No so much the Ben Johnson Academy of Artificial Additives as the Paul Davis School of Unermed Combat.

You can do some serious The dirty business in By Fair violence on a friend if you Means or Foul is all up front happen to have two joysticks. otherwise you'll have to content yourself with beating the living daylights out of a computer opponent The truly wicked might try opting for the two player game than beating hell out of an undefended oppenent while he stands there rooted to the canvas.

You can start off with Mild Martin who's not really all that mid, unless you call a swift kick in the nuts a bit of friendly fun If you're any good you can take on Steady Eddie, Dirly Larry, Fast Freddy, Honny Razor and Deadly Dan The introduction screen gives you their vital statistics, plus a

Leap-land style muoshot. Before you actually get yourself into trouble, take a

few shots in the practice ring where you can take it out on a punch bag on one side of the ring and a ball on the other This'll help you get acquainted with the 16 moves that are available Once you re in the ring you

won I have time to refer to the instructions. The bell goes for round one end your mean looking apparent is out of his corner and heading straight the novelty soon wears off. If for you faster than a miffed Korean nng official

The crowd are in an ugly mood and speech ballons saying 'get on with it and 'ZZZZZZZ' rise from the seething mass. The ideal technique is to get in there, strike home with a few jabs and move off before you get hurt. That way you can keep up your energy bar and whittle

away at your opponents bit by bit You must keep up the attacks or his energy meter will gradually creep back up to full. At the end of the sixty seconds the player with the higher energy rating wins the If you want to score a direct

KO you'll have to play dirty (unless you are a very good clean fighter) The mark of a truly great dirty lighter is knowing when to throw the foul punch. A traffic light type indicator at the top of the screen helps. The little man shows green when the ref's not looking and red when a fouled punch would have you sent back to you comer (you can get off lightly in this game). So as soon as the green light shows, that s the time to go in with the vicious kicks, below the belt punches, your knees. head, anything you can really burt him with.

As you have probably apticed from the screenshot. Fair Means or Foul can hardly be said to be cushing back the frontiers of 64 graphics. Why one boxer is purple (agart

from possibly the side effects of all those synthetic substances) is a complete mystery The action is quite humourous - at first - but

FMOF is a winner, then it's by a poke in the eye, rather than a clean knock-out

Ken McMahon

SOKIND GRAPHICS LASTABILITY PLAYABILITY 27% 34% 45%



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Earl Weaver Commissioner's Disc (Electronic Arls) Battle Chess (Electronic Arts) Elite (Firebird)



too can have the chance to explore all the sights and sounds of the mid 19th cen-

tury globe, for you are none other than the hero of Jules Verne's lighthearted book -Philaes Fogg, scientist, explorer, floundarer, drunkard and cad

Whilet collapsed in a semiparalytic stupour one night. you made a small (£20,000) weger with a loand that you could circumnavigata the world in under 80 days. Just you and your little French fnend Paspaious You leave England for Paris, and your adventures begin.

Around The World in 80 Days sadly, isn't very exching. The thought of spending 21/2 months doing what you can now do in under 24 hours doesn't sit comfortably in my mind. Not to say that the game is based on poor subject matter It's simply that the game is based marely on four subgames, each supposedly showing part of his journey Not that Philass even

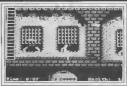
makes an appearance in the game. It sall seen through the eyas of Paspalou.

The main part of the game ie basically a view of a map of the globe, and a small white dot showing the location of our heroes. Dotted eround are vashowing the date, form of fransport, how much money is left, and the four action ippns. These are 'Bribe', give the pliot/driver/rower monay to make him go faster, 'Cards, which you play to win money. 'Play', which takes you directly to the next subgame, and Pause

The first of the subgamas is a centie (aunt through an Indi-



Pandora Price: £19.95



## AROUND THE

an jungle and into an underevoiding in London

The subgemes ere viewed side-on, much in the mould of Rolling Thunder The gama 'scrolla (I use the term in the loosast sanse of the word, it actually flip-acrolis and very are quita etmosphene, though rious pieces of information badly top) from left to nght. occasionally up and down. and pits you against various

nacture. In the first one says ground temple. Later sub- are pitted against tribal natives games include acrobat hurling which you attack with explodin Japan and bank robber ing spears Later on you kill birds rats, and the guy who makes all the irritating background flute noises. Yes, that is something that I can say is OK, the sound affacts. Though

not the best five heard, they they can't save this game. Gameplay is almost non-

## Screen Scene

and unresponerye, and as for the time it takes to fire, you're better off trying to avoid A weak attempt after Into

The Eagle's Nest

**Tony Dillon** 

[sounds like a roggae band] fextures all the same screens and subgemes of the Amiga version. and thankfully has dropped the flip scroll format and turned into a smooth scroller. The graphic however, are equally and and the sound is terriide, it's also marred by extremely long multi-loading SOUND: **CRAPHICS** 

LASTABILITY 38% OVERALL

CRAPHICS LASTABILITY PLAYABILITY 26%1

24%



The Amiga version is undermined by poor animation and tilp screens.



TVS-SIGV64

## **TASWORD 64**

THE WORD PROCESSOR

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14 Tasword is a pretty unique product. It's 80-column display is well readable and backed up by a well thought out program that really can hold its own in professional use FF Commodore bleer



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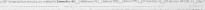
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ADDRESS.



T18-8163 64 THE MEL STANIA







Screen Scene

## **BERNO**

Cybernoid was a big enough hit with the CU crew last May when it was released on the 64 and earned Hewson a Screen Star Not surprising then that they should follow it up a mere six months later with the sequel. or rather The Revenge to give it its proper subtitle At first glance Cybernold II

doesn't look at all that different from its predecessor. The bad news is that several glances later I was still thinking the same thing. The plot yields no surprises the pirates have re-

And this is only the start. turned in a new, evan more fearsome battlestar to plunder the Federation storage depols. Because you made such a good job of getting nd of them last time you have once again been chosen to see them off and recover the car-

go, in other words, more of the You'll have gathered by now (if you didn't know elready) that a lot of ehooting, bombing and dodging goes on

Kew Gardens landscape filled with ugly looking plant life. The plants sprt deadly blobs at your cyber craft but they don't go that fast and would be easily dodged were it not for the hundred and one other things happening at the same time. A whole host of flying saucers, rockets, deadly anowflake thingles and the like plus, of course, the alien

in this dame. The thing is set

in a sort of post-Chemobyl

ships chase after you and destroy your craft at a touch (you start with four).

Apart from the different screen layout the most noticeable enhancement to this new version is the extended array of weaponry you are provided with. There are now seven keys to so amble for desperately if you want to avert death. The old stuff is still there - plays bomb s, bouncing bombs and enamyseeking missiles, as well as the trusty shield (not that trusty actually, as it always gives out when you least expect end most need it). Additional armament comes in the form of time bombs, a smart bomb and the absolutely brilliant tracer missiles which scoot round the edge of the screen destroying everything in their path.

Cybernoid a Screen Star are still there superb music and sound effects, really brilkant flowery graphics and game play that requires a bit of thought and a lot of concentration, not just a sharp trigger finger, I don't think there's much here for existing Cybernoid players, not enough has changed, but definitely worth a look as far as everyone else is

All the things that made

concerned **Bohdan Buciak** 

CONTINUE GRAPHICS 88% LASTABILITY 76% PLAYABILITY 85%

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## **IMPOSSIBLE** MISSIO dishly designed maze



hender is back Still miffed after losing out on a computer high score, and then having his plot to destroy the world foiled by special agent 4125, he's holed up in an even stronger lortress, with more deadly robots, quards, trap doore and an even more fien-

The recently released sequel

to Imp Miss, was not as good se its predecessor, and this also goes for the Arraga version. Which is a shame, because daspite the Armga's extra capabilities, the animation. speech and gameplay are all much weaker

You're required to collect and assemble the three digit pass codes to enable agent 4125 to gain access to Elvin's tower, Inside he has to collect several musical aequences. Once he's gathered them all he has to form the correct tune AMIGA

## Screen Scene

then allows him pass onto Elvin's central tower to find the main control computer and use it to disarm the missile launch codes. No mean feat.

The room dasign remains almost unchanged, though a few modifications have been edded: walls block your path and in addition to the up/down elevators there are other platforms which move horizontally Instead of using computer passes to reset the lifts, or disable the robots, now the terminals can be used to switch on electric lights, arm a time bomb (which is then placed by the agent to blow up a sale) or arm mines which explode on contact with envthing, including your agent. Even the robots have been

re-styled - they're far more deadly than in the previous game. Minebots run round on the lifts, totally cocking up any lift strategy you might have worked out; Bashpots attempt to push you off the nearest platform or out of a room; and Squatbots can be used as spring boards it you land on them properly. The final room is a complete

nightmare, with every type of robot and trap. But there are security terminals so you can use any passes that have been collected

If you have ever played impassible Mission on the 64 it could be that you'll be very disappointed with this, but it's still a good challenge it you discount the reputation it has to live up to.

CHUOS LASTABILITY PLAYABILITY 68%





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spills of the Saturday morning serial!

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ROCKET-RANGER

#### this game are esking a bit much They've charged you with the task of stormhostile Pacific island single handed, destroying a neutron beam located in the middle, collecting the constituent parts of a bridge to get there, rescuing hostages imprisoned in four locations and. if you have time, doing away with as many of the defending forces as you can - and all

be blunt, the authors

before lunch too takes up more than 300 screens Since your job is to cover almost every inch of it, Novagan have inaughtfully provided you with a map Now those of you who detest maps aren't going to like this, because using it is pretty essential. The island is laid out like a maza, complete with walls, fences, gun emplacements. gates which automatically open and shut and a number of installations that you must

The man shows you where the eight constituent parts of the bridge are, which you must acquire to cross the most and gain access to the neutron beam placement at the centre of the island. The problem is that from your start position, there is only one way to get round the island and you must collect bridge parts in the order they're numbered on the map Not surprisingly, collecting all eight involves a scenic trip around the whole island also clearly marked. These must be raided too

in all four directions - very impressive. You're equipped

Novagen Price: £9.95 cass £14.95 disk

## BATTLE Screen



looks like pingpong balls and a life, and then you're back to of three panels at the bottom limited number of smart are-The four installations where mades But you can get more hostages are held captive are blashing power by picking up various items along the way.

For example, picking up the You get a 'helicopter' view fommy gun icon gives you of the island and as you move, more firepower, whilst the the scenery scroils smoothly shoes make you move quicker. There are also a lew 'energy' emplacements which give you more lives. By the way, these eren't marked on the map so you'd better keep your eyes peeled

You can also gain protection against the enemy's bullets by acquiring a shield. The process works like this do away with enough nashes and a star appears. Gathering the first three sleadily increases. Pause key is thoughtfully proyour firepower while the vided You'll use this often to fourth gives you a temporary get your bearings. For a quickinvincibility shield. The shield or idea of where you are, you

with only a oun that fires what works sust fine until you lose a can glance at the middle one basic weaponry

Graphically, Battle Island is little different to Commando and its clones But it does give part. The left panel shows you some vanation in scenery, vast expanses of chequer smart grenades left, whilst the board squares, electrified right panel displays your lives fences, a realistic coastline situation etc. And the installations are clear and easy to soot. Each original but it does provide one is entered by a gate that, many hours of strategic blastopens and shuts automatically as soon as you stand in front graphics and feal may detract of it. Sound is OK. You hear too much for the perfectionists vanous nasties before they appear, like the trundling

tanks or the whistling grenades. Since them's so much looking at the map to be done, a

of the screen. This shows your location on the map and the location of the nearest bridge your score and the number of

Battle Island is by no meens ing, though the cheapo among you

Bohdan Buciak

SOUND GRAPHICS LASTABILITY PLAYABILITY 46% 42%

aptain Blood is to the 64 games market what a breath of fresh air is the moming after a beanfeast. The easiest way I can describe it is es an adult space adventure. Now, by the word 'adult I don't mean that it contains matter that is morally unsuitable. I mean that it's a came that requires a lot of thought, patience and a great deal of time (Even so, the game is French, so expect a naked lady at some stage)

From what I gathered of my brief glimpse through the novella accompanying the game, the Captain Blood of the title is some sort of alien captain who has the gift of immortality, provided he has anough life juice - unfortunately, he's run out. You take control of him 45 hours (real



The end of the carryon - and not a soul is sight.

led from the flight deck of the of 'eyes' and each one opens the pointer. Look at the Captain's spacecraft and you in a specific situation present- screenshot somewhere on are treated to a glorious view ing you with an appropriate this page. See that grisly thin of the inside of it. At the icon Yes, the game is icon worn bony arm with the bottom of the screen is a row controlled, but wait till you see gneried tinger at the top?

E.T. altone home.

time!!!) before his impending doom and have to find your way around the 32,768 different planets dotted around the galaxy in search of intelligent life forms that may be able to give you clues to the whereabouts of the life force so vitally needed



Infogrames Price: £9.95 cass £14.95 disk



## Screen Scene



Dosse't he know it's rude to neight?

## accent) 'missile-fish' What it tion. This is where it gets does is desend to the planet in tricky

That's rt.

From around the flight deck, you can call up verious screens For example, if you have beamed up a creature then you can deposit it on another planet or simply disintegrate it. all at the point of a digit You can call up an outside view of the planet you're orbiting and then blow it up or send down an Occrx (An Ocorx?1- Ed) Yes, an Ocorx. Finally, you can pull up a starmap and select another planet to fly to, but beby this

knocks the socks off the

galactic maps in Elite

So, you've got to your planet and you're dying (no pun inlended) to get down thair and have a closer look What now? Well this is where the Ocent comes in Described by the autnors as (to be read in a disgustingly 'Alloallo' mickey-take of a French

question and fly around in search of life, all under your control. Done rather like a flight simulator, and with some of the fastest vector graphics I've seen on the 64, all the mountaina, valleys, canyons etc are portrayed in glorious outline-o-vision, and dead effective it is too

The life I spoke of earlier is found (if there is any) at the end of a long canyon which every planet has This has to be found and negotiated whilst avoiding walls and missiles. Some of the planets have defence systems and the only thing you can do when you see a missile coming at you on your scanner is to cut all speed and drop down low until the missule passes.

When you reach the end of the carryon, the Opprx autometically slows to a hait, and then the computer fills in the vectors, so you end up with a very lunar looking picture. If you re lucky, a deing will now pop up and start a conversa-

As in real tile, there's a knack to having a good conversation. The only problem in speaking to an alien is that it probably doesn't understand English, so it's out with the handy translator. As the alien speaks, a row of icons appear at the bottom of the picture. rather like subtitles, and it's by running your finger along these that you decode exactly what the alien is saying. Then, when you've discovered what

if wants, answer beck by selecting icons from a scrollable display at the bottom of the acreen One of the things I haven't mentioned yet - since most people will have already spotted it on the screenshots - is just how attractive the game is From the beautifully defined intenor of the ship, to the incredibly effective planets right down to the cute and loveable aliens, there is very little that hasn't been converted directly from the 16 bit

Sound is great too, with atmosphene thrusting noisea dunno hyperspace and the Oponx flight, not to mention the various grunts and moans emitted by the alien forms. Definitely one of the closest conversions ever, this is deaerving of any 64 owners attention.

Tony Dillon

£24.95 all the other versions, but before rames tell us the Armga version will use the full casacity of the machine by providing more and better sound effects and classics graphics, particularly in the destraction of the planets, It's du for release on Oct 20th

SOUND **GRAPHICS** LASTABILITY 80% PLAYABILITY 88%



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## Screen Scene

up the walls.

Similarly destructive things can be done to people. You can jump on them from a great height, scoop them up for a tasty enack, breath fireballs at them or, if you're not in the mood for it, simply run away. Airborne things can be brought down with fireballs, or for a bit of extra excitament you can jump up in the air and sink your teeth into them.

similar to the coin-op Rampage isn't it?" "Which coin-op?". said the man from Gremlin

"You know, the one with the gonila that goes around pulfing down buildings and eeting people."

"Oh, that one "Yes that one"

in other words they might look similar, but then one space trading game looks much the same as another and if you take two games which both feeture e monster, tall buildings and short peo-

plæ. So, The Muncher has nothing to do with Rampage

Gremlin Graphics £9.99 cass £14.99 disk sor Chewits ere chewier than a twenty storey building. Who's going to swallow that one? What am I talking about? Well, the monster in the Chewits TV ad and 'The Muncher' are in fact one and the same Details are in short supply, but there's some kind of deal whereby Chewit enters can gat enormous reductions on the game. As yet there are no plans to supply Muncher playare with twenty storey build-

Now a word from our spon-

Now back to the game. The And you can tella, you can taile . . .

pretty gormless while small men with guns, tanks, arings at special rates.

moured vehicles and helicopters take pot shots at him, aenously depleting his supply of energy. The ever versatile joystick gives the Muncher a wide range of counter attack options. He can reduce tall buildings to a pile of rubble with a few well aimed tall duced the buildings to scale# Godzilla styla able proportions he can then as they say, or start climbing

muncher stands there looking



There are three staces in the game: the Beach, Nintendo Park end the Army Base, which are completed by getting from one end of the scroliing landscape to the other without dving in between. Things get more difficult the further you progress, and if you manage to reach the end you get to light it out with another ugly looking prehistorswipes and having thus re- ic beast in true King Kong v

Despite all that the game is leap them in a single bound, not what you'd call anormously difficult. In other words It's quite easy. It's intended, I would say, for novicedemolishing-people-eating prehistoric monsters and not old hands at the game Ken McMahon

SOUND: 53% 65% PLAYABILITY: 77% LASTABILITY: 60%



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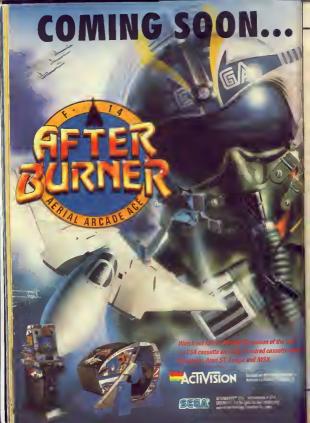
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et swinging and a large amount of change in the pock-

The King's attacks are the best, however, For example, he pulls a gun on the bishops. gives a bomb to the knights. and hits the pawns with e set

## ATTLECHESS

one stage further.

Isla of Lewis set

hess has always been considered an ideal game for a computer it has the logic to make all the

right moves, is completely unbiased, doesn't mind waiting while you think for hours on end and is always willing to tall you what your best move is.

There have been a lot of them, but for some strange reason, none of them have been ramarkably successful, except maybe PSI Chess on the Spectrum, but that was mainly due to its large, hi-res

**Electronic Arts** Price: £19.95

this game is the fabulous graphics. Large, sharp and very calaurful, every piece is both distinct and reconnisable The one thing that a still shot can't contray is the action, it changes the standard chass terminology of 'Pawn takes Knight' to 'Pawn takes knight least a smile to your face, if by kicking him hard in the groin. You see, every time you make a move, the pieca currently under control comes loping. The Knight freezes, to life and walks to the chosen drops his shield, turns to face destination square). The out of the screen with his Tony Dillon knights, with their 'jump to hands on his afflicted area. square' moves, simply barga moans, and collapses stiffly everyons out of the way in an (very much like our own Editor effort to get to where they when he had an accident want to go. The queen glides, while putting on his expensive bottom waggling sumptuously. leather jacket. I won't go into

board in 3D Battlechess takes Into large rock glants reminis- need by some greet sound that 3D elament, and takes it cant of Ben Grimm, stomp to affects their square, and transform

Battlechess is so called beback, all in three loads. Yes cause the game you play isn't unfortunately, rather than so much the relaxing pastime store the graphic sequences originally thought up by those in memory, they are all held on disk, each loaded in when incredibly clavar Chinasa pagpla, but a war between the two necessary. This does slow the senctions of Blue and Brown game down quite a fot, but as sets of pieces in the familiar this is a chess program, it The obvious attraction to

The combat sequences are

game. There ere at least three sequences for every different kind of capture in the game (Pawn-Pawn, Pawn-Queen, one is guaranteed to bono at not a little chuckle or two. The Pawn kicks the Knight in the family lewels to stop him geland the rooks (my favounte) datails, but it involved the lack-

representation of a chesa transform from small castles of nunchukas. All accompa-

Sooner or later, of course, you re going to get tired with all these nice graphics. What are you left with then? Fortunately, an excellent chass game, full of options (which are accessed by a drop-down menu in the shape of gilt scrolls, complete with accomdoesn't really detract all that panying cherubims, wings

flapping like crazy!) Ten skill levels - enough to challenge the best thing about this any Grandmaster, complete configure board options, load/ save game, 1 player, 2 player, 0 player or even Modern play as well as a full hint facility and Queen-Pawn etc) and each the option to take back any number of moves, right back to the start of the game.

Maybe as a chess program, it's not the best ever on the Amiga, but it's definitely the most interesting and certainly the most fun.

**GRAPHICS:** SOUND: PLAYABILITY: LASTABILITY:

84% 86%

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Scene

boat and should ideally be avoided Had this game been set on land it would be an axact cross between Boad Blasters and Buggy Boy. Take for instance the slopes which you can expertly guide your boat up to avoid difficult obstaclas, the logs which bounce your boat into the air, or the gun turrets placed on the river bends



Honesad to Isil?

ive and Let Die is yet another James Bond release that should qualify for double-oh 7810

The exact background of this game is confused but, as TLW made clear lest month, it did anginally belong to Elite-(their loop remains splashed all over its loeding screen) and it bears more than a passing resemblance to Budgy Boy

Once again you are cast in the role of JB in a game which, unsurprisingly, bears little resemblance to the film. This is a shame since there is arough vanety in the average Bond film for a dozan games. Anyway, this one's water flavoured.

A paliry serving of four missions is offered up, three traineasiest (pseudo) mission is waterways, so you head off in lence to the Sahara one.

## ND LET DIE

your host loaded with unible within a set distance. No over in the Sahara desert(?).

mited fuel and missiles and machine gun and missiles, as plug as many targets as possi- well as a limited amount of fuel which is constantly drained real threats here apart from When you die, those few rocks. When you complete seconds of immobility waste a this you can go training on a fair amount of fuel. Not surprisingly, extra fuel can be col-This time with added agua lected on the way red pods mines, torpedo launching heli- give a small amount of fual, games I could mention. In ing and one for real. The coptes and other boats Polar silver nearly half a tank, grean passing I also have to point training is the third training tops up your missiles as well out the omission of the Bohd target practice on the British mission but there's little differ- as the fuel tank, and the vellow pods fall off the back of the Let Die toon as well

Sound familiar? Once I had mastered the rudimentary control and tactics I decided to quit beating around the bush and oo straight for the jugular in the final mission in New Orleans The scenery flus time was green in preference to sandy vallow but otherwise basically the same After a while each game was taking me tan minutes and there was still no sign of the clusive Mr Big and his coceine racket, an I did the

decent thing and pulled the plug on the game The onshore scenary generally is a picturesque mess with the puce green palm trees lining the canals of England and an apparently buildingless New Orleans. The sprite enlarging is actually better than I expected with a few more updates than some

theme or the Wings' Live and Poor pld Cubby Broccol must be turning in his grave by now (but he isn't dead! - Ed). so please leds do the ouv sustice and release a decemb Bond game

Mark Patterson

GRAPHICS: 54% SOUND: 69% TOUGHHESS: 60% LASTABILITY: 67%

Water Jeugh.

Domark Price: £9.99 cass £14.99 disk





## Screen Scene

course, it's a lot quicker to get around Unfortunately, it's only temporary, take too many hits and your bonnet goes up in flames. It is best advised to get to the nearest garage (of which there are a few dotted about) and drive through the handy csrwash to extinguish the flames, as well as giving you a full weapons retif). The graphics are pretty

nice, though maybe a little on the small side. Detailed and colourful, there's no trouble distinguishing between obects. The best bit graphically that I could find is when your man gets shot, he spins and talls to the floor, blood pumping from his wounds.

Sound isn't too bad either: lots of the usual machine gun type noises, coupled with an 'argh' or two emitted by the quards as you introduce the front of your jeep to their head.

limited supply of dynamita, for Playability is where this game falters slightly It's very buildings that are acattered hard to get the isen to about taos, and on top of that, you can walk through the edges of the buildings, drive your jeep under closed barriers and walk through the enemy But that s just being picky activate the dynamite, just

Fernandez Must Die is a good little game, but if doesn't really add enything to the mounting pile of Amga inarsenal, and probably the novations The Amigs is a young machine, and its limits haven't even begun to be reached. Shouldn't programmers be going for something

Tony Dillon

## ERNANDEZ MUST DIE

ascist tors. who meeds them? Probably the worst of the lat is Fernandez, a ruthless, mindless killer who has stolen

and secured a large strip of land and called it his. He didn't who acts as the seven samurask for it or enything he just al, all rolled up into one walked right in, looked around, said 'this is ruce, property is same trile and plot, Fernandez theft, this is mine', and that Must Die on the Amiga is was that. He doesn't tool almost a totally different game around though. The only reason that the land hasn't a vertically scrolling Commanbeen snatched back is belarge forces of enamy soldiers, tanks, gun amplacements, gunboals, traffic wardens and Selvation Army racruta - a formidable oppo-

Image Works Price: £24.95

Set along this strip of land are eight enemy bases, each standard rifle, for taking out of which contains an official the enemy soldiers that ranpersonage, there to oversee his own little bit of entrusted land The scene is set, cue Harman -- crack commando and all-round hard person,

dornly wander adout the

place, to a missile launcher,

for the biggies, such as tanks

and boats. You also carry a

blasting open the doors of the

about the luxunously green

landacape, such as armour-

ies, houses with sales in tham

(which can also be blown

open with dynamite - reward-

ing you with an extra life ) To

touch a door, and then run

The other weapon in your

jeep Playing the role of the

tank in Ikan Warners, it pro-

vides invincibility for a limited

period, as well as the capabil-

the enemy soldiers. Plus, of

ty of being able to mow down naw?

away from it

Though the games have the to the 64 version Granted it's do variant and has the option cause it is now petrolled by all noting in a jeep, and has large boats and tanks, but it is different, honestly. For a start, the game is arranged as one long strip rather than eight most important one, is your short interconnected ones. The total playing area is 256 screens long (!) and should take at least 40 minutes to

complete. You are armed with a varie-

Darling, I'm ho-o-m-ell I ASTARII ITY

GRAPHICS CHIND PLAYABILITY 47%

62%

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ollowing hot in the vapour trade of Zynaps, comes Hewsons' istast Amiga product, the convarsion of the classic Spectrum aboot em up. Cybernoid.

Originally designed by Flat-Isella Cacco. Cybernoid foilows the fate of a lone mercenary pilot sent by the Federation to retrieve valuable minerals, jewels and weaponry stolen by marauding space

pirates. Strapped into the high-tech fighter Cybernoid, the pilot begins his mission in the pirates' subterranean fortress, which is set over 150 flick-screen locations. Each screen presents its own brend of danger. including massive gun amplacements, alten growths gobbing out missiles, and, of course, pirate ships with ours

a-blazin

The Cybernoid is armed with a single blaster, and one up the exhaust port is enough to scupper any flimsy old pirate ahips in the vicinity. In lact, the renegade spacers would have been better off sitting in the caroo containers. since these survive the blast and fall to the ground intact. The goodies contained therein are simply collected on contact with the Cybernoid, and stored in the hold, ready to be sent back to the Federation.

Stolen weaponry and emmunition packs are scattered through the caverns and are similarly collected to boost the Cybernoid's armoury







You made it to the and of a level, but didn't callect enough ewels to merit a bonus file.

## PYBERM



In addition to biasters, the gathered, an extra Cybernold Ovbernoid also boasts bombs, ship is awarded; if not, the impact mines. defence

sanker missiles, which are and Intested by holding down the fire button This array of doom can be supplemented by collecting a rear-facing blester and up to three rotating multiples, which are extramely attractive to look at, and particularly effective against any-

their way. At the end of each level, special depots appear wheresafety and the valuables col- been to the Federation. If enough and some of the sprites are valuables have been unimaginative to say the least

thing stupid enough to get in most Cyberfans blasting well

pilot has to battle on with his shields, bouncing bombs and remaining stock of hardware. This Amiga incarnation selected via the function keys offers more for the incompetent amongst us, in that it's a LOT easier to play - but don't worry to make up for this apparent deficit. Hewson assure me that the fourth level is a pigl And it's around 60

into the early hours. On the aesthetic side, Cybernoid isn't quite es imupon the Cybernoid lands in prassive as it should heva The background lected so far are beamed back graphics are a bit repetitive.

Still, there ere some decent sampled sound effects to add to the atracaphere end, more importantly, the gameplay has been tweaked just the nohl amount. The earlier eight-bit faults have been ironed out and Cybernoid now provides even more of a challenge than did its inspiration. It's certainly had more than its fair share of attention in the office this month. Now then, where's screens long, providing more than enough game to keep Cybernoid II?

SOUND

CRAPHICS

Nick Kelly

55% LASTABILITY 89% PLAYABILITY 92% IN TRODUCING THE FASTEST CRAZIEST CAME SHOW ON LANTH
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## AMIGA Screen Scene

one goes On later sections you have to shoot an object or change something to find out where the rig goes

But does Driffer take advantage of the Amiga's superfact graphics capabilities and wide choice of colours? Does it stretch the machine to its limits? The answers are, in corresponding order, no, no and no. The only differences I can find between this and the

Shoot the namer cables.

conceived, Dnlier wowed as the step forward in

the direction of the game of the future. Claims of incredible recently. world and his mother sit up released. To be lair, the Spectrum version was pretty hot. be desired. Finally, the Amiga version has appeared, and judging by the recent 3D competition to hit the 16 bit market

(Carner Command, Starglider

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nce it was first 2), it had to be something pretty devastating For those of you who don't already know, the basic idea

behind Driller is that the moon of Mitral (a moon of Evath, a human-colonised realism and fast, smooth filled planet) is in danger of explodvector graphics made the ing, blowing Evath completely

out of orbit and killing lots of and listen. Then the game was Evathians. The reason for the moon's sudden liking to go bang is due to small pockets cross on the ground, so no but the C64 version left a lot to of gas trapped beneath the grizes for quessing where that A bad case of gas

surface, which are now turning 64 version are that this version into big pockets of gas. You is faster and the vectors are heve to get up to Mitral and Inner. When I say faster, it's

50% of the gas pressure on each one On each plane there are clues as to where you have to position a drilling rig. On the first screen, there is a big

position a no on each of the atill only about the same moon's 18 faces, the ultimate apeed as Mercenary on the sim being to release at least 64, with the same vector graphics system. By that I mean that it uses straight, vanishing point vectors rather than curved vectors, which gives it a flat look and very

little feeling of distance Sound is nothing above average. The same old usual blasting noises coupled with a hum here and there

It's a shame, really. Dniler could heve been such a good game, had the programmers tned to write it for the Amiga. and not done a simple conversion of all the other formats. Affer ell, who wants a Spec-

trum game on their Amga? Teny Dillon

ı

SOUND 59% GRAPHICS LASTABILITY 48% PLAYABILITY 59%

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## OF THE

goodie, goodie day despite him being somewhere in his late fifties. Perso-

dars of the true footballing Anyone seems football tram? somt

Gremlin's game is really two games in one. The first and more substantial bit is an animated adventure. The second game, a five-a-side football sim, is very much less substantial and looks as though it's been bolted on simply to justify the 'tootbailing expectations of any punter who digs deep for it. Without it Roy of the Rovers could have been anybody. Maybe a car sales-

For what it's worth, I'll let you in on the scenaro. Apparently, Roy's teammates have been kidnapped before the Big Match (why doesn't that happen to West Ham? Ed). Roy's task is to find all ten of them before it's too late and the promoters pull out. Pre-

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sumably this means Melches-Roy of the Rovers? ter FC will become a Shop-He's one of those per's Paradise hypermarket perenially young (just like Stamford Bridge).

You control Bay with your footbellers whose improbable joystick, wandering through net busters always save the the streets of Melchester, exploning the streets themselves and any buildings you can get nally, I admire the likes of Paul Into You can stop and talk to Devis and Vinny Jones, uphol- vanous people, in the hope



Give us Billy the Fish anytime



#### that they'll give you a clue As Screen you'd expect, various useful (and useless) objects are to be found and picked up These, if you get the right Scene ones, should enable you to rescue your teammates from captivity.

There are a set of four pull-down menu options across the top of the acreen. activated by the Function keys. The first menu gives you a set of physical options: walk, run, chat, smile and light. There's also a set of cotions for picking up, putting down and using any objects you've collected. You can go home (where you'll find more bbjects), visit your mum or just rest to gain more energy

Although the gameplay is well implemented, the interminsble wandering round the streets gets pretty boring and you need to do a lot of it to find you where various places are There are some nesty tricks lying in wait though

Like these two. Go into the

police station (on Lettsby Ave. nue) end they'll merely detain you for questioning and lose you lots of time Here's another. The bloke in the Kings Arms tells you to get some dosh together end meet another bloke in 25 minutes at the Farmers Arms So you go home, get your wallet, and samebody mugs you on the way back Apart from that lot, you'll come across pengle who pull guns on you or won't let you past etc. All in ell, Melchester comes across more like the Bronx than anywhere else

I'm sure there's a story to be unravelled behind all these going ons but I'm not sure if I can be bothered to find out. By the way, if you run out of time. you can sit back and watch a team of bulidozers make a nghi old mess of the lush Melchester FC turf.

Anyway you re then transported into the 5-a-side tootball section which you only get to play in practice mode until you complete the first section

Now the less I say about the footie bit the better - owing to the fact that it's completely natt Most glaring bodbod is the omission of goalposts It looked to me as though the goelle had put down a pair of pumps One consolation is that there's a one or two player option - that's if you can find somebody else stupid enough to play.

Don't be fooled by the name. If you me expecting an action packed football sim, stay away

Bohdan Buciak

SOUND: 219 GRAPHICS: 29% PLAYABILITY: 45% LASTABILITY: 35%



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## Screen Scene

only activate one red and one green key at once, so you have to plan very carefully which one you select. You are under constant

bombardment by the aliens that populate the plaine Large balls roll in your direction, pontinually tracking you, gun emplacements pop up Xanontika and fire at you; horning miseiles come after you all the time There's just no getting sway.

The graphics are really nion Sharp and colourful No-one could call the game unattractive The scrolling isn't exactly smooth, but it does have a very nipe paraltax affect. Well. not exactly true parallax. The backdrop is two laver, with the rear laver only seen through holes in the front layer The strange, but very pretty thing is, the rear layer scrolls slightly out of synchronisation with the front, so you get a terrific, it alightly weird, swinging effect

Sound is quite nice, with a repeating tune all the way through. After a few hours, it can see how it might get boring, but then you can always tum it off

There are two ways you can play Fusion. You can either play it as a straight, well balanced cross between frantic blasting and taxing problem solving, or you can take it as a straight shoot-em-up. Either

way, it's a damn good gama Tony Dillon

USIO he first thing I saw about this game that I liked was the first page of



Fusion's manual, which gives you a short asrcastic plot under the title of Not The Story ('The galaxy is under threat and only you in your very very small Trang fighter can save us .") and then goes on to tall you that Fusion is a game. Not a simulation of a futuristic sport, but merely a computer game with you playing it. Credit where credit's due, well done to the writer. Well, it made me laugh, anyway The idea behind Fusion is to

traverse the many alien levels. and collect all the parts of The Parallax style gaming comes to the Amigs. Bomb, and then return to the on the bomb square (recogrisable bacause it looks like a bomb). To get to the other levels, you are going to have to do some puzzle solving.

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mazelike senes of connecting paths down to ground level where, somewhere, your ship You start on a metallic look- is hiding. I say hiding because ing plateau looking out around it you are more then a third of the 360° scrolling landscape of a screen away, it turns on its cloaking device, rendering it invisible to all and sundry. Which, as you can imagine. makes it a bit difficult when you cannot remember where you put it. The whole point of the ship is that you can fly around at great speeds over

foot," to survey the area and to get between levels. All the problem solving has to be done on foot, just like the old 64 favourite, Parallax In fact,

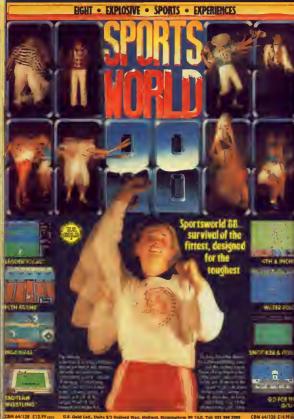
start level and drop the bomb large pylone, huge holes and this game is very similar to alien vegatation. Pathways Parallax in many ways, except lead off the plateau into a of course for the ultimate aim and the bit about the scien-The problem solving comes

in the guise of locked off areas and keys. The keys are rapresented by large rectangular blocks on the ground, with a geometrical shape in the centre of them, either red or green. The locks are smaller varsions of the keys, set against a wall or exit to another level. To activate the key, you have to run over it by areas that you couldn't go 'on toot, and as it's usually set in the centre of a maxe with no clear room for the mothership to land, you have to land outside the maze and find your own way in. Plus you can

**GRAPHICS:** SONIND-74% PLAYABILITY: 77% LASTABILITY: 75%







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## FINAL ASSAULT

the whip of wind through hair and the crash of rock against head first hand, I was somewhat dublous as to the nature of a rock climbing simulator. To start with there is a distinct lack of

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aving experienced physical effort involved, and a the whip of wind five thousand foot rock face through hair and doesn't thin om 21" TV Before you can start the real against head first havy biz of scaling the sum-

mit of mount whatever-it-is. you first have to learn the rudiments of mountaineering. You are given control of a little person kitted out with avery conceivable piece of equipment, and not subject to any weight restrictions. The first thing my little man told me - 1 decided to call him Greville in the end (? - Ed) - was that he was cold, so I rummaged through his back pack and made him wear the kind of riems his mum would pack like anoraks and woolly knickers. Walking was fairly easy deft left-right movements are

great chasm opened up taking Greville completely by surprise as it swallowed him. A scrolly message then appeared telling me that we should have checked the ground ahead of ue, but seeing how it was training nothing serious had happened to Greville Phew, what a re-

After I d mastered walking, I decided we needed a real challenge. So being a fearless adventurer-type I set Greville on the longest route to the top to be seriously simulated. A few more flip screens of welking, then Greville was placed precanously on a wall of ice. With a quick reference back to the instructions I pushed up on the lovstick and Greville obliged by hammering his ice picks into the surface. Pulling down than caused him to bano his knee into the ice, and a quick tap on the fire button saw him haul himself up a few feet After several million repetitions of this exercise. The ice petered out into rock and rather than the previous sideon view, the image changed to that from the rear

Climbing the

o rock and nous sidechanged to CASTAR PLAYAR

## 64

## Screen Scene

achieved by moving the character's arms and legs into vanous embarrassing positions in order to odiain the best possible grip on the surface With skillful use of the rope soft shoes and chalk. Greville succeeded in getting absolutaly nowhere. Now was the time to look for the cheat I soon discovered, that it you move fast enough up the slope the computer doesn't have enough time to check the positions of all Grav's limbs and therefore doesn't have time to make him fall back down again. Subsequently it took another two minutes to complete the game.

At the summit, the screen changed to that of Grewille holding an American flag with a broad grin on his face, this was in turn replaced by a newspaper headline and it was back to the start screen.

At this content have only a service and its screen.

At this point I was not in eny way tempted to go for snother crack of the glacer by teking one of the five other paths: if you've seen one, you've seen am all

A very poor oftening on the whole, or a subject that ingli from the start would seem foothardly to ly to convert to a home micro. The gamaplay is so thin that if requires a tuple, Graphically it's weak Blocky spines (aspecelly poor Greville, bleas him) do nothing for the game. There is shough, or very scothing piece of title ecreen music. — but even that tends to make you not off. A fitting introduction, methings.

Mark Pattarson

SOUND 41% 27 GRAPHICS 48% LASTABILITY 25% PLAYABILITY 28%

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# Screen Scene



s this really possible? ble supply of magic axes and early in the distance; on the The 64 soundtrack agunds incredibly similar to the Amiga demo I've seen, right down to the equillions of samples. Quite the exit to the next level. In simply, it's mindblowing. Without doubt the best soundtrack I've ever heard on the humble old' 64, and that's just the title music. I'll laugh wholeheartedly at the next Amige owner who says 8-bit is dead, then stick this disk up his bot pas-

Getting back to the review. Savage is a huge, musclebound bucket of love, whose ladyfriend has been kidnepcastle Of course, Savage who wouldn't?

The obvious thing for him to do is to get out the inexhausti-

go in on a mass killing spree. This he does, running left to right along the long corndors, Trantor-like, until he reaches places along the comdors there are huge chosms that have to be leaped, often three or more in a row, with only a small pedestal between them, Miss your tooting and it's down you go

Get through the first section, sage with a cry of 'boot this, and Savage has to fly on a jetbike through Death Valley. Viewed in 3D with the same kind on stripy, scrolling landscape as games like Out Run and Roadbiasters (though ped by some evil force and much amouther and faster imprisoned in a ghost-filled than either of these, and indeed any previous effort) you wants to get her back. And have to pilot your way between huge green man eating monoliths while shooting whichever baddies happen to be on the sublevel you are ourrently on (There are 3) On the first, rotating skulls float

second, large bounding ghosts spring about in front of your gunsight and on the third? That's a surprise

Savage has made it to the and of Deeth Valley and has realised that instead of bringing him closer to his love, it's taken him further away So he

gets back as quick as possible, only to find that his journey has taken him to a different entrance, one far too small for him to fit through, so he calls on the assistance of his Eagle to aid him The eagle has to fly through

a labyanth of tunnels and calls in search of the young lady, attacked by and attacking ghosts and statues, evoiding all the traps that can be sprung just by flying in the ever Beating Mega Apocalywrong place. Fly too close to a spike trep and you could find yourself impaled. Try to fly through a group of nasties and instead of just losing energy, you could lose your head!

Thet's how it looks on paper, but what s the game really like? Excellent is probably the most appropriate word I cen come up with. For a start it's immensely playable with very tast responses and a difficulty level high enough to keep you

coming back for more Graphics are among some of the best I've ever seen on the 64, Large and well defined (apart from the main sprite on level 1. Brown! I ask you?!!) The animation is first rate, smooth, fast and realistic. The eacle on level 3 has to be

asen to be believed The sound though is its highpoint. Lots of great tunes and FX, with lots and lots of samples. The title tune is the best though, probably the best pse and even the wonderful Commando hi-score table

tune hands down Buy Savage, If you don't then you re a bigger nurd than the one on the advertisement. Tony Dillon

**Firebird** Price: £9.99 cass £12.99 disk



GRAPHICS 87% SOUND: 93% PLAYABILITY: 86% LASTABILITY: 79%





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eep inside an old, dark castle the spint and soul of some nameless decessed have become separated and float amlessly through the surreal rooms and corndors of the deserted building

The parson a spint has taken the form of a amiling ghost (perhaps he hasn't realised he's dead vet) of the white-sheet variety, while the soul is encapsulated in a transparent bubble. For some unexplained reason, the ghost is charged with guiding the bubble around the 34 lick screen rooms of the castle. and while the ghost may be guided through the vanety of obstacles in e suitably ethereal mananer, the bubble is extremely fragile and bursts at the slightest contact. Since the ghost cannot actuelly touch anything, he moves the bubble by blowing it

A tap on the SHIFT key on the fire button and the ghost puffs out his little cheeks and the bubbles move accordingly. drifting along slowly until blown in another direction. Blow for too long and the spirit turns red.

As the bubble reaches the exit (a gap in the bnckwork) the next screen slithers into view, and the ghost continues in this way until all 34 screens

have been neophated. As can be seen from the screenshots, the scenery is typically French — ie. odd The rooms ere full of werd objects, many animated, and are full of little 'gags which facilitate the need to blow objects to help progress

Bubble Ghost is a fairly ongirtal, if simple concept, but the gameplay is quite addic-The novel control method is

incky to get to grips with - the

Informatique Price: £14.95 disk £9.95 cass

# BUBBLE **GHOST**

Screen Scene



If's not exactly intaisonous



64 version requires the fire had got through 27 of the 34 button to be used to blow and screens. This is line for me. second nature, and the bubble it can be guided around with amazing precision. If wasn't long before I was whizzing through the screens - in fact, after only a few devs' pley I

rotate the ghost by holding it but rather more worrwing for and moving left or right on the those of you contemplating joystick But it soon becomes shelling your hard earned on Bubble Ghost is fun - but at a cost: if it had a cheeper price tag it might be a mora

viable proposition.

Steve Jerrett

There a little graphically to separate the Amiga version from its 64 counterpart.

The control method elightly easier for the simple reeson that the movee allows you to rotate the ghost, whilst clicking makes him blow. This is the only place too where erider sound enhances the 16 bit version. Make the ghostly geezer blow too hard and he'll collapse with a wheezy

it's also the esslest veralon, so twenty guid is definitely too steep. SOUND:

18% LASTABILITY 33% PLAYABILITY: OVERALL:

SOUND: 32% GRAPHICS: 405 LASTABILITY: 27% PLAYABILITY: 52%



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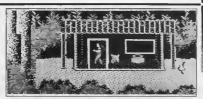


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Screen Scene

then ser aco that annegred the 64, to (nghtly) good reviews from the medie. Although it split the licence into several smaller games, each one owed itself to an evant in the film,

Somehow the conversion has ansaked out into the shops before it appeared in our offices, but I rackon you might like a word of warning rather than take a chance The game is split into sp.

sections Section one begins as you guide your platoon through a senes of rungle pathways, It all looks the same, as jungles tend to do. and there are VC crawling everywhere, so death is a frequent guide through what is just about the most bonng and badly realised part of this con-



The neatly oligned junkle section.

its 64 counterpart. It's also

very frustrating Blow the bridge end you'll appear in the relatively short village section which has the same gameplay and antalla collecting a map and a torch so you can enter the tunnel Saguance

Once in the subterranean ratruns of section three. Plafoon begins to come slive as you negotiate your way battle up the acreen until you around the water filled maze in search of a box of flares, a hole - the leat section of the

version. It really is worse than compass and the exit.

Leave the tunnel network and you'll find yourself in a Here's where those flares come in handy. Put them on and say "Hey man, give peace a chance." (Didn't you make s ioke along those lines in the eight bit review? - Dep Ed). Actually you fire them in the air and kill everthing that moves. Section five is a Gryzor style

> SOUND CRAPHICS

LASTARILITY 76% PLAYABILITY 48%

Platoon gets progressively

better, and no-one can deny that it's a tough and lasting bunker during a night raid, challenge The thing about the 16 bit version is that if fails to use the extre capacity of the Armoa "Where's the sampled Tracks of my Tears then?" sniffed Gary Whitta, and I thought, yeah, where is It? Improved graphics and a few samples could have at least tarted this up some

The first casualty of a conreach Sergeant Barnea' fox- version is innocence

Platoon Price: £24.95



Mika Pattenden







Move the flame to an icon to select an event.

# GAMES

Watch that sole if looks a bit doday.



Throwing the steroid.



Price: £9.99 cass £14.99 disk n an effort to squeeze every last ounce of misage from the genre Epyx have now released The Gemes — Summer Edition; sequel to the Winter Edition and the seventh in the Games sense.

Based around the Olympic games (you know the ones that were on too late to watch and were to anabolic steroids





compete in eight events. Springboard diving, veledrome sprint cycling, hurdles, pole vault, essymetric parallel bars, rings, archery and the hemmer-throw are each loadsides of disk.

You know the score; each event can be practised on its own, or you can compete in any events you wish. Normal Games style control methods apply, with a mixture of lovspushing in time to the animaled cheracters. Some of the animetion is a bit tatty. such as the hurdlers hobbling

what Mike Pattenden is to onto the track, but generally good taste) TG-SE lets you, or it's of a high standard. There a group of up to eight people, are, thankfully, one or two innovations to the normal Epyx menu, in that the normally static backdrops have been spruced up by using camera angle-type viewpoints, and there's also some 3D persed in seperately from four pective scrolling on the cycling and pole vault, adding some welcome variety in the proceedings

The same cannot be said of soundtrack, however, which is comprised of the usual pot pourri of boppy lingtick wagging and fire-button les - nothing bad, but nothing

spectacular either. The package is nicely put together, as ever, with a smart intro/outro sequences and a wordy manual which explains all the events in detail. together with hits for improved performance

If TG-SE had been released e year ago, it would probably be heaped with scclaim and rated accordingly Unfortunately, we've seen it all before. Apart from some slightly more interesting graphics, the game really hasn't progressed pisy-wise since Summer

Games In fact, the interactive element has even been reduced on events such as the assymetric bars end the nnos. the player merely selects the required moves and the gymnast cemes out the routine flawlessly. Only the dismount depends upon any real skill or timing, and the remainder of the event plays like a multichaice ralling demo,

The term flogging a dead (or at least severely ill) horse' springs to mind. If you've never seen one of the Games senes, then you could give it a look - mind you, Epyx' Gold, Silver and Bronze compiletions are available for £18 on disk, or £15 on cassatte, containing no less than 23 events.













SOUND GRAPHICS LASTABILITY 86% PLAYASILITY 65%

# SUMMER EDITION







Source a year take the chegetire. Inc. complete in the winter olympid With Box Stell, Stri July, Stellung HR. L. Javinti H. Metch introdes With Nick Thi As an aki the

winning brack against scene Saves but , my a STORLING THROSE AND DEVIANO ENTER THE WARRING OF TRACE IN FIGURE OF A COMMENT CONTINUED IN FICT INTERFO

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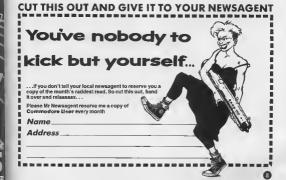


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## COMMANDO

Encore

Nawhere's a blast from the past. Commando was number 1 back in the Christmas of '85 which may or may not have been white, we can't remember, Anyway, a lot of people have grown old and died in the time it's taken for this to appear as a cheapo. A lot of clones have oppeared too, and that's one reason you might not want to plump for what was really the first

licenced arcade game. That said it's good clean fun, and whilst the graphics are a bit small, the sound is good (great high score music) an the gameplay frenetic. (27%)

# PROFESSIONAL SKI SIMULATOR

Codemasters

This game comes with the kind of accolades that might suggest that you could well save your maney this Winter, cancel that sking haliday in Bavana and stay at home playing this. One mag (who shall remain nameless) is quoted as saying "it's just like being on the slopes." I mean, come on — it's not. It's like playing a budget skiing ga If doesn't hurt when you foll over, you don't get cold, you con't go for bit of après ski, and





Professional Skr Simulator

there's no chalet girls in

pigtoils. In fact PSS is a reosonable attempt of a ski sim with some nice background graphics and a very fidally control method which will have you spending a lat af time doing things behind trees (nat making yellow holes in the snawl — Ed) and falling over, fun in a sort of frustrating way. (65%)

Pro Skateboard Simulator

## PRO SKATEBOARD SIMULATOR

Codemasters

"You gotta be cool not to SLAM!" it says here. Well I'm not sure about that. My Dad always got annayed when I

Kixx slommed the door, Still, this is a skateboard sim in the

Codemasters tradition of nice background grophics and hornfically difficult controls. Try as you will the look in a mirror and hold the stick upside down) your little skater won't

go and pick up the blue flags. This gives a fair bit to 720 but isn't as good. If you don't want to end up on tranquilisers don't buy it. (31%)



Ace of Aces

ACE OF ACES

This was a CU Screen Star when it appeared and rightly so — it's stormingly good fun. Guide your Mosquito bomber through several sections of Ubaat sinking, V-1 rocket destroying, trainbusting and jerry bashing in a completely absorbing WWII flying game.

Excellent graphics and attrashpere however can't make up for the problems invalved when playing this game on tape, since there is much rewinding and fiddling with the tape counter to be endured if you want to play the full missions.

Nevertheless Ace of Aces is retty good value campared to the price of lychees in your high street of the moment . (72%)



### Teath Frame

# TENTH FRAME

Access' tun-pin bawling simulation was received by some pretty decent reviews and olthough two years old. its's still better than any of the other bowling games that have oppeared in one form an another since.

Tenth Frame has some terrific animation (it's actually a digitised image of Roger Carver), some areat sound effects, and a pretty realistic pinfall which makes it all the more gratifying when you get a strike. Can't be bad. (85%)

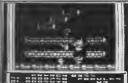
### CHEAP SKATE Silverbird

### Zaxxan meets Skate or Die in this latest well-rad sporting 'sım' The aim is simple anaugh: negotate the diagonally scrolling street while avaiding the obstacles that litter the pavement. Dodge baxes and

signpasts, duck under bars and weave past fireballs in order to complete the course within the allotted time limit. That's about it really, scrolling's smooth, the animation is pretty limited, and the graphics are minimalist Still, it's plenty of fun — and



# Cheapo of The Month



# PSI-DROID

Psi-Droid is a destant relative of Thing on a Spring, who baunces along in a convincing, if slightly annoying tashion, accompanied by a suitable danking noise, inside a giant spaceship The spaceship in question is large, inhabited by aliens, and on a collision course with Earth

Psi on a Spring has to bounce around the flick-screen ms and corndors of the vessel in order to find the pieces Thing-draid was beamed abourd. Once the bamb is back in one piece, the ship can be vapaurised and the Earth saved from a fate worse than almost anything else Along the way, Psi an a Droid ancounters podules which can be collected for all manner of technological wonders, including a smart bomb and temporary indestructibility. you are required to complete a small shoot 'em up for extra

Pienty on offer here for blasters, mapaers, and orcade adventurers alike. You could do a lot warse than blawna three guid on this little package. (78%)

### PULSE WARRIOR Mastertronic

Playing like a cross between Deflektor and a flick-screen arcade adventure. Mastertronic's latest budget release is an odd ane to say the least. As with all Masterfrone games, it's very palished with smart graphics and a smooth control system.

Unfortunately, it's a touch nissing in the gameplay department: you have to direct path of energy pulses that rebound around each screen, in order to deflect them into a large lens, which then re-emits them as one powerful beam. This may then be directed at the alian creatures that inhabit each screen, killing them and cleaning that sector.

All very well and good, but in practice, the above task proves extremely difficult, the deflected pulses baunce off your warner at random angles and it's more aften a case of

luck than any real judgemen What with trying to avoid the deadly aliens, AND attempting to control several rapid and unwiedly pulses, the job in hand is a real toughte. Take a look if you like — but dan't expect too much, (\$2%)





# NTO THE

In the first of a new-look Valley, Keith Campbell takes a look at Ingrid's Back, (which has got to be better than her front - Ed.) ventures forth in time on a Chronoquest, and expounds upon the recent PC Show at Earls Court. But first, saviour for tormented souls in . . .

# VALLEY RESCU

player do with an onion and an umbrella? No. he doesn't do something disgusting to another player with them certainly not if he's playing Beyond Zork, as is Coos Wellemson of Zutphen in The Netherlands Coes wants to know how to get the relica in the chapel, and how to cross the bridge, as well.

According to some hints sent to me by a reader whose name I have long since lest, a raft is used to retratel the canals of Phobos after the Boyal Barge has traversed the route to the pole However, Mr C. Mitchell of Thursk, to whom I conveyed this news. has found Leather Goddesses Of Phobos singularly larkens in rafts. So a Zorkhke 'Hello Sailor' to sulyone who has twice sailed the waterways. and can belp Mr Mitchell.

And 'Hello Sador to you. too, Alen. Yes, you know who I'm talking to you with the missing 'L., from Eastney in Hants. Alen has been baiting me recently, sending ever more difficult questions and challenging my ability to answer them. His latest gem concerns a game apparently about salling ships from America, 'It's called Thans Yeneats, writes Alen, and runs on a TRS-80, I know you used to have one, so I wondered if you could help?" Foul, Alen! You say it a a TR5-80 game, but you wrote to Commodore User! You'll have It certainly proves to be bar- flown' by Cadillas to The Inn to tackle the fellow who runs - ren ground for Valley Rescue. On The Fark, where Mediage

the Helpline in C+VG on that

When is an adventure not an adventuce? When it is a that's when! However, the two types of game have a lot in common, so I'll break a rule and help Russell Ernslie and others with the panie of the Mad God, in Bard's Tale. Check the clues section, Bus-

Talking of role-playing games here's a thought from Coos Willemsen back with a deminitive statement. 'Lately, computer magazines publish more and more complete solutions, and maps of games Bards's Tale I and II. Dungron Master, Legacy of the Ancients, etc. that aren't vet released for all computer types. As an Amiga owner 1 have to wait several months before i can get such a game. to the meantime. I must hide these magazines and forget where, or I must just read the articles with my eyen closed So please wait for us Amiga solutions of games.

I never like to see a solution. to a game that is less than a year or two old, but Bard's white Coos. What do other rumbling from drep within readers think?

with many serds sown, and very little reasted. Here's another one: Ace Melief from Hosterdam is having problems with the arrowmaniar Can anyone advise what to do about him?

Who can clear Luc Stynen. of Derchem in Belgium, from Fantasy Role Playing game, all blame, and help him through to the end of Delà Vn? As well as being able to prove his innocence, Luc would also like some directions to get through the maze In Uninvited, and a means of getting hold of the key carried by the little red demon. Check the class on the last one, Luc!

Problems in an adventure? FISH: Know an answer someone Find a dry route to crack a else wants? Got something cracking problem. interesting to say about adventures? Then write to me HITCH HIKER'S GUIDE: at The Valley. Commodore but the fruit of the fluff tree to User, Priory Court, 30-32 Far- discover the prirrect tool ringdon Lane, London EC1R needed by Marvin to onjam 3AU and I'll get back to you. the hatch.

# ADVENTURE CLUES

KNIGHT ORC: Give the hermit something. and when he turns to put it away, hop him one!

RIGEL'S REVENGE: Forget the adhesive patch and the dioghy.

UNINATTED: The red deman who rushes

about is best ignored.

# CAMPBELL'S COMMENT

Show at Earl's Court, in time on the house. to cairh the November deadline with a rundown on the owners before publishing latest news and goesp from the check-in desk, where

the world of adventure. It was coming up to lunchtime on Thursday when I arrived. First place to visit Tale I has been around a fair must be Mediagenic, said a

me. So withdrawing the t'enom is one of thuse llight ticket from my pocket. adventures that everyone I headed over to the check-in seems to find difficult, if not desk, to receive my boarding impossible, and no-one card. After awaiting transfer seems to know the answers, in the VIP lounge I was to be

Just back from the PC nic promised refreshments

The VIP lounge turned out to he an empty stand next to stand was the operative word. Seemed there was a delay - had the Mediagenic air-traffic control computer gune down again? No, it was all down to flow control -traffic wasn't flowing very fast



# VALLEY



'alternative' mini-exhibition. nos and myself.

playing a video of their future your at the prospect, and to titles. Well, it didn't vay a lot get the conversatiion going, more than recent press re- asked us why we wrote about leases, but I did gather that adventure. you C64 owners out there answered unanimously. The aren't going to be running money! them, infocom have developed a new advanced Microprose were having a litparser and adventure system. the exhibition all of their own, which is too big for the 64. All which is where I met the new Infocom games will be author of a game that even written on it, and they will all beats King's Quest for endurhave graphics. Diversification ance, Ultima V. 'Lord British' was also in evidence, with a as he is popularly known. demo of the forthcoming Bet- spent some time explaining tletech, a computerised ver- how each new Litura is a sion of the popular table top completely new game on a game. Very amart it looked completely new system, an it too, and was 'bought in' from doesn't retain the old technolan nutside software team, ogy like some other well-

lighter than our last one." promised Fergus, who every room! cather surprisingly, wes still fighter review.

veloped their animated grahics system by taking out the animated figure and showing instead what would be seen through his eyes. This produces Cinematic effects like changing viewpoints, and split screens. Other goodies the whole of adventuredom. on the way from Sierra are III. and Pohce Quest II.

Back at Earl's Court it was

in London that morning. So adventure help and software from home, fitting in the heard of it before.' The evil road to a minibus instead, for Nick wanted to write up a what was quite obviously a discussion on adventure hecharter rather than a sche- tween Mike Gerrard. Steve dute flight, to Mediagenic's Cook, a couple of other jour-

Here Infocom were dis- Nick was extremely ner-Everyone

Upstairs in a private room, rather than having been de- known series do. Obviously it veloped in-house by Infocom. pays off, too, for bar talk had Next door, Anna and Pergle it that Lord British recently were doing a roaring trade, had a new house built on a and it was all 1 could do to mountain in the USA, with an catch a quick word. They astrodome, both indoor and were displaying their forth- outdoor swimming pools, a coming Abstract Concept jaccuzzi complete with wares Parisian Nuchts, 'Much waterfall, and, wast for it, a secret passage connected to

Come the 'public' days. talking to me after my Mind- some familiar names and faces started showing up on Further along, Manhunter, the EMAP stand, People like a a new Sierra adventure was well-known Fiend from running. Sierra have de- another magazine, like dentist and play-tester Hogh Walker who insisted on slapping anti-plaque stickers on anything that moved, and like Allan Phillips, who must be the most prolific salution writer of obscure games in

A visit too, from Pat Win-Kings Quest R., Space Quest stanley and Sandra Sharkey, housewives and adventure addicts buth, who are best time to meet Nick Walkland known for creating the farin the Press Room, Nick, a zine 'Adventure Probe'. student who once produced 'Probe' changed their lives the popular adventure fan- from mindless housewives of zioe Oresbane' was in a holi- into fively people, they told day job editing the new club me. Computers were an ideal journal of Official Secrets, an medium with which to work

new year.

And then there was this guy. Show Valley Adventurer, 88. who wendered up to the and that evening took him for stand and asked: 'Any clues a meal in Chinatown for his on Thans' Yeneats?

exclaimed, guilibly, 'I had a Yeneats, Sorry, I meant Eastletter about that game only a ney, Hanta. Ever been had?

we were erocodiled over the club run by Tony Raimbird. game-play and writing whilst smile that spread across his the kids are at school. Pat fare gave me a very nasty now has her Patch, and San-turn, as it struck me that this dra her Sorcery, and they are was Alen Williams himself planning a new club for the (see Valley Bescue, this issue),

i mentally voted Alen PC sheer audacity, before he re-'Now that's a coincidence!' I turned home to Thans







# CHRONO-QUEST

# Psygnosis Amiga: £29.95

The year is 1922, and you return home to the family chateau, with a letter from your missing father. An emipent scientist, he had dealgned and built himself a time marhine, and travelled the world in centuries past.

Unfortunately, his unacrupulous servant, Richard, discovered the secret machine. stole the programs for the trip, and now your father fears for his life. His letter begs you to find Richard, for the very fact you are reading it probably means that he is dead, and Richard must be brought to justice for his murder. The time machine will have returned, so you can use it in your quest, following the routes that he took back in time

Although the machine is in the chateau, it is well hidden and protected. An initial search of the chateau reveals some punched cards, and miscellaneman equipment that will hopefully be useful In your exploration.

The route to the machine sterns to lie beyond the door under the grand staircase in the chateau's opulent hailway - but it's dark in there! Even when you manage to shed some light on things, the

search does not get any easier! Although you are soon certain that you are only a aten or two away from the machine, booby trans and secret mechanisms are likely to deter all but the most persistent and observant of adventurers!

However, once you have found the machine, and managed to activate it, you start off on your journey through time and space, in search of the villatnous Richard.

Chrono-quest uses an icondriven graphics system, with text replies, not unlike Mindscape's system in Uninvited. As well as movement iconsfor eight compass points plus up and down, there are fourteen more, including GET. THROW, DROP, TURN, EX-AMINE, PUSH/PULL, LIGHT ON/OFF, USE, and HIT. The major part of the screen icon, for example, I got the shows a picture of the current location, and the iconsrun in a narrow strip to the anything at all'. Sloppy. right-hand side of it. Below the picture is a text window

INVENTORY icons when requested

# NTO THE VALLEY



to examine, and any loteresting details will be described. Taking an object removes it from the picture, and places it in the inventory list. Reasonably enough there is

e limit of 11 stems carried, but strangely it is not possible to drop more than four items in any room, and even then they must be dropped in specific zones - horizontal quarters' is how the manual describes A limited number of sound

effects accompany the action, and the rost of the time, there is a deadly repetitive dirate, which is best turned right

Being of French origin, the English text roplies, when not describing something exarnined are, at best, adequate, and at worst, meaningless. When I clicked on the LIGHT message You don't have an object which will to blaze

Which brings me another point. The areas on for replies, that also shows the picture sensitive to the cursor arrow are unpredictable in size. One minute EX-To move, elick on a direc- AMINIng an object will recogtion icon, and if you are un- nise something quite a long able to move in that direction, way from the arrow point. I a text message will tell you so. got completely busited down To examine something in the in one of the major puzzles, picture, click on the EX- when, trying to use some-AMINE icon, and then on the thing in the correct way part of the picture you wish falthough not realising it at

the time) I got the reply It's not interesting'. Well so what! Never mind whether it is interesting or not - just DO it!!! A half centimtetre movement of the cursor, and it would

Having said that, the adventure itself has an interesting theme, with plenty of variety once you get the time machine moving. And it's BIG - the program comes on three disks, all of which are copyable, with a protection device in the packaging.



10 PUZZLEABILITY PLAYABILITY







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A graphing new large mines per near areas annuation or estack belicopter is set to enthrall game players grarywhere.

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the highest calibre. Grab that joystick and take to the skies,

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# NTO THE VALLEY



# INGRID'S BACK

# Level 9 Amiga: £19,95 64 disk/cass £14.95

Jasper Quickbuck, the new gnomes of Little Moaning and Gnottlefield. He plans to raze the old villages to the ground to make way for a vast marina estate. Ingrid is forious, and case. instigates a petition,

be such a pain that the local inhabitants sometimes go out the foct that they are about to collecting is no casy task for and ready to be presented. Ingrid.

Take her uncle. Dosty Halfyard, the miller. He studiously fails to recognise loanid even after all the trouble she s had getting pest his killer chickens, Were they put there to keep out Quickbuck The old Squire is dead, and or ingrid?

There's plenty of algosresident at Ridley's End, has tures to collect, adding to served eviction notices on the Ingrid's list, and to your score, Jumbo Butterpat, landlord of The Green Gnome. will happily oblige, although some of his customers may and up-market housing not add their weight to the

Little Mouning is the title of The trouble is, ingrid can Part 1 of this three-parter, and it has a range of problenns from dead simple to of their way to avoid her. So, quite tricky, coough to give despite their opposition to the less experienced player the development plans, and sufficient encouragement order to frame her later for and confidence to press on the theft of his valuable antibe made humrless, signature until the petition is complete, ques, which have mysterious

Part 2, Steamroffer At

Dawn, carries on the story, yet can be played without the need to transfer saved data. nor ts any password regulred. Despite the success of the Sillas Crawley. Quickbuck's agent, has assembled a steamroller and a team of trolls, and has already flattened half the vilthey Farm, and will, unless Ingrid can find a way to delay or prevent them, demolish the huildings. Searous Sosmall.

the local leprechaun, may

give her a few ideas, but how

can she put them into prac-

Ridlev's End. Part 3 of the game, assumes a successful conclusion to Part 2, and has Interid appointed as a maid at Ridley's End, to seek out evidence that will be demaging to Jasper Quickbuck. Teaming up with her cousin Daisy, she sets about searching the mansion from top to bottom, from outside to in, to do the evil Qulekbuck down. Unfortunately. Quickback realises exactly who she is, and allows her freedom of the house in

ly 'disappeared'. Commodore versions

(Amiga, C64 disk and tape) have a memory save facility, so that the current position can be saved (until the computer is turned off) by the RAM SAVE command, as well as the usual disk or tape save option. OOPS is also available. and although this will only take you back one move on the C64, repeated OOPS will backstep you a considerable way through the game on the

The screen shots shown here are for the Amiaa (C64 straphics weren't available at the time of going to press and graphics will only feature on the disk version) and are a completely new style for Level 9. Gone are the misty distined pictures of Knight Ore and Gnome Ranger, that replaced Lovel 9's earlier, rather abstract graphics. Instead we have really crisp artist-drawn pictures.

These change in situ, but once displayed, can be pushed up and down the serren to uncover the text Gnettlefield behind them. And once you've seen them all, the command WORDS will prmove them altogether, IPIC TURES will bring them back and speed up the response. The latter parts get harder

and offer a greater challenge to the more experienced adventurer. But whatever progress, or lack of it, the player is making he will be rewarded throughout the game with short commentar ics on the reactions of the characters in his presence often inconsequential, but nearly always armising. In fact, I found ingrid to be the most genuinely funny of Level 9's adventures to date

GRAPHICS **PUZZLEABILITY** PLAYABILITY 10

### Birthday

Unless t aro very much mistaken, the October Issue was actually CU a 5th birthday, Wot - no big

hullaballoo à la C+VG Anyways - the only two folk on the team then, that are till on the team now, are Mike Pattenden and Bohdan Buciak. In those days, CU catered for the serious user with a few games reviews thrown in. Nowadays it seems to be the other way round. The longest lasting column was/is. Tommy s Tips. The shortest, I think, is the Play to Win section, How about bringing back Happy Hacker. (possibly under new name?) Letter from America and Tried and Tested, How many people know that CBM have released a whole range of IBM compatible computers. A fact

like this really ought to have Good luck for the next five vears. Owen Birnie Fouhabers.

When you get to our age you try not to draw attention to your ach anced years. Play To Hin has been around ronks: the Last Word is the newest. We don't think IBM compatibles are too interesting. See you in another five years!

### Observation test

in FA 18 interceptor 1 have noticed that the supposed bug which Mike Pattenden mentioned in his review is not a bug the plane is meant to float! Haven't you ever seen a floating F/A18? However, there are some

serious bugs, including: 1 You cannot find a car park to park you plane in

downtown San Fransico. 2 You cannot go shopping. 3 You do not get mugged. 4 You do not get a ticket for exceeding the speed limit. 5 You drive through the bridges, not over them. t have also noticed the

following. 1 San Fransico is the quetest city in the world - not a single car anywherequite different to films. 2 San Fransleo has the simplest structure anywhere - even more so than Thansomindah.

3 Demolation crews have flattened most of the city.

Would it be possible to have some info on how to complete the 6th mission in F/A 18 interceptor - the mission to sink the submersible aircraft carrier? It have managed to hit it dozens of times, yet it will not Anthony Long. Adelaide .

Amstralia

Thanks for you wellobserved comments about Intercep, but you omitted to or point out that San Francisco neems to be completely devoid of asnelwhich bars. You don't need to find a car park because parking restricts don't apph to jet fighters. As for the enemy carrier - are you hitting the conning tower as advised?

### lov boy

I was sitting at school one day thinking of something new for my 64, (what else do you do at school?!), and the thought of a Joy-Wheel popped into my head. I've never heard of one, if they have existed before then they

It's a simple idea, firstly t found a cac, (anyone's apart from your own! cut off the steering wheel, and with a bit of fiddling around. I had left and right, as well as the fire button controlled. Meanwhile with the help of some springs and wood for an secelerator, 1 was driving madly at no

danger to the public! I guess it would cost £5

over in England, but it is worth the time, as it adds so much to games such as Test Drive and Out Run. Peter Shields. Engadine Sydney. Australia

Another helpful, hand, hlut from our readers, What a usefut, inventive bunch you arr.

# Propaganda

frave just read the September issue of Commodore User' an event which I normally look forward to. However, t feel t must register a protest. In the feature on football fanzines.) find reference to 'scurring NF



# HWWWBRS

propagands' in the last column. I find this sort of writing not only of a gutterlevel but POLITICAL - as are all the plugs for Anti-Sexism (whatever that really is:) which are scattered around

the marazine Commodore Owner's buy 'CU' for computer and games related reasons and not for subliminal left-wing (or any other kind! political propaganda. Let's please keep it that way . . . E. Morrison.

Lupyet, Hakefield It was a simple warning, but we take it you don't find NF propaganda scummy. Quite hon this is 'gutter level' eludes us - maybe you think the Sun is serious reading. Intl-sexism is, put simply for active stance opposing

discrimination against women. There's nothing subliminal about CU. it's just sublime.

### History

 t have just purchased your latest insue (October) and on reading the various 'news items littered throughout the mag concerning the legendary Katakis R-Type: Giana Sisters Super Mario

Brothers debate, t felt t had to sarrito

Who the hell do Mediagenic think they are?? Okay, so they've shelled out a multifigure sum for the rights to R-Type, so what? Does that give the the right to slap writs scrolling progressive shoot om up that gets released? if they want to cut a fine point over it, let's get back to basics please

Cast your minds back to the weird and wonderful haleyon days when the video game industry was a mere youth, the days when you went to the nearest local only to find a teetering tower of ten pence pieces perched precartously on the facia of perhaps the original shootem up - Space Invadery Say what you will about the old dinosatir, if Taito hado't conceived that gem in the arcadester a crown, who knows what melange of pixels we dhe feeing today

All you devoters of the frith out there will know the explution of the games we love and hold dear to our hearts today. From the humble hunders, we had sequels and rip-offs galore

It was when the immortal Scramble came onto the scene that the mould broke



Instead of your ship being confined to the nether reaches of the screen, you now had the option to travel over weird and wonderful worlds, through tunnels, meteorite showers, swarms of alien craft and so on. The end objective was to reach an ultimate goal, the score was irrevelant. Then Konami took this principle and expanded it further in Nemests, the

em up. Actually. Scramble had clones before Nemesis in the form of games such as Attack on Atlantis, but Konami can most rightly take credit for creating and developing the idea of powering up your shep a weaponry.

Since then. Konami have taken that basic format and developed it even further with when it comes down to

Salamander, which gave players the option to play two-up at the same time. This was also the first game to allow auto pick-up for the weapon icons, making it even. easier to keep up the perpetual rain of shots in front of the players' ship.

Need 1 go on? If Medigenia are so sure that they are right alapping writs on every shoot-em up on the market. perhaps somebody ought to tell Konami that fi-Type (by previously unknowns (REM) owes a lot to Nemesis.

It makes my bloed boil, especially as I have seen Katakis on the Amiga. Okay, so there are elements of B-Type in the same, but there are elements of many games in R-Type. From what I've seen of the Bainbow Arts game, if I was one of the programmers who conceived it, I would be most upset to

say the least because as far as I'm concerned, the team who wrote it have created a masterpiece Perhaps Mediasenic are frightened that R-Type won't

be as good as any of the competition and they're worried about losing their money. Well all t can say is, what harm is a little competition?

We live in a supposed democratic society, surely it's up to the game buying public to decide. Look at Gauntlet. when that was released. Did the presence of sames such as Druid-Storm, Phantom have any effect on its huge success - No Way José!

I rest my case (and my computer keyboard). Stern Gould Stourbridge West Mids

Mediagonic has suffered in the past from rip-offs and it must be pretty galling if you've paid six figures for the licence. That said you rightly point out that one game takes a lot of inspuration from another. Perhaps Mediagenic would like to give their view...

## An old Ed writes

 Something wonderful happened to me a few weeks ago. I picked up my Sunday tabloid trash - and thereright there, on pages four and five was Birthday Girl Lunde Lusardi' celebrating her thirtieth birthday - which, makes ber tonce again! exactly the same age as possibly CU's greatest editor Eugene Lacey

Just thought you'd like to know

Eugene Lacey

Ah, yes, old man O'Lacey. We remember you as a genial. bumbling sort of chap prone to exaggeration and lapses of memory

# Thalamus Star

November 1988

# IENS WIN THE

Amazing ARMALYTE scoops world's top awards

**EXCLUSIVE by HARRY BARSTOOL** 

'VHY ZETTLE FOR LESS when you can get an boot?!' That's the official comment on Thalamus's brand new bouncing biseter Armslyin — and It comes from Dr Maefred V Flypaper, president of Computer Research Associates ptc.

Awesome Armalyte has won award after award and looks like being Britain's biggest WINNER at the Senul Olympics, even though it wasn't entered for a single event!

Top spots experts say tool ou reporter "Acmalyte", discrete of Armalyte on the Acmalyte', Armalyte', Armalyte', corky Commodore 64/128 and have given it their highest

Gold Medal with 97% (pages

sokeshack said 'lorks-o-lordy this game is so brill we Il give it a Super Star | (nre you shure aboutsh thou? Ed)

Passion screams And it is not only the exper who are raving - yes YOU the public have been screaming the EXCLUSIVE showing of the beggest blast since the big one

as the Personal Computer A spokesscreamer for the growd at the Thalamus stand

Alienz in 'droma But aliens who attempted streads the crowd and DISGUISE themselves as copies of 4zme feet were thwarted be plucky

PC Show security guard Bill 'Reg Prescott Brave Bill buttled for TWO AND A HALF minutes with the almost alter he discovered they were unable to wear their iden-tification budges. Cor blimey worth letting them constures in badres mest? wiscost their Instead, they turned up at a don's posti Hippodrome or tlub and are THIN OFFICIAL

Amus dealers for Interstells THE STAR SAYS: British men

# Crazy Cooser skins habe from IN A SHOCK statument lost night top Their

revealed that game-players near have the right to bare arms — with a super sexy Thalanus T-shirt!

But there is a bush-high secret behind the trends Thalamuswear - they are made from GREEN ALIEN SKIN

Cooper demed it I deny this, & GREEN But The Titulamon Star said Cooper crankily But The Thaismus Star has PROOF the label sevs 100% Combed Cotton' which means green alien skin in Cooper's

has planted (sharely deshoo in a cleaning warehouse rear the Thalastus office And that proves that Co. has been BLEACHING the green Bleach party
Crary Cooper daimed that the
T shuts are WHITE and not for a special T shut offer soon?



IN REASONS STILL or It's really bollium Howkeye won a GOLD

MEDAL IN 27 API \* Handeren the but th It salamin \$9.99 on cus-

& And only £12 99 on dis kette plus FREE demos! & 12 levels of manusacions ☆ There are stall more

☆ It's NUMBER ONE in the Commodont charts! [Gal teak! (Shere sone - Ed)

STOP PRESS -CORRUPTION SHOCKI

A six minute investigation by The our doubliteem show that anyone - including Government ministers and senior Valicia olfouds - who sends Thalamus a cheque or postal order for just £0.90 can receive a causelle copy of Hawkeye or Armalyse And the disk copy is a mere £12 991 The habes are apparently made psychile to Tholomus Ltd and sent to Tholomus at | Saturn House, Calleya Park Aldermaston, Berkshire

Dear Dr

Every month Dr Manfred V Flypaper snswers readers' problem's. This month's star question comes from Thairve O'Wapping...

drunk at the office party and shall we say, bought an Amera I regret it now but it seems turn my boyfnerd on and he always wants to, well, you know play Thalamus games on he is pestering me to 'load it for hum three keep on telling him I haven't got any Thalamus games for Il'z your Bucky day, Thehron Very 2000 Thefamou vill release or bell-Boot Armabrie and Hearteres on re



I vould any sore vould be asme-Bring wrung vir your imperions it! Be you have any questions or funny true-life stories for D F7 based them to: Dear Dr F. Theismurs, 1 Saturn House Cabare Park, Aldermasten, Berkshire RG7 4QW.

# GET A GRIP AND WIN AN AMIGA



Those celebrated joystick builders Powerplay rate their sticks so highly that they've told us there's nothing they'd like to see more than a whole lot of CU reeders owning them, and one in particular having the chance to plug it into a brand new Amigs. It sounded like a pretty good idea to us.

So here's the deal; one lucky contestant on the CU gameshow Countaround Factor wins an A500, whilst 10 runners-up get then Instant Autofire Cruiser joysticks and a further ten runners-up get either a blue or a black Cruiser. So that's twenty runners-up prizes. Gripping stuff eh?

So how do you enter? Below you'll find seven categories we've created for the ideal joystick. What we want you to do is put them in order of importance:



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# RUBBER SOULS

THE MAKING OF A





since the Young Ones due to return to your TV screen for a new series and the prosect of a computer game from Domark appearing this side of Christmas, CU pulled a few strings to find out just how Fluck and Lsw make their spitting images. Mike Pattonden made the dummy run...

ack in 1984 a comic nunnel show appeared that made the muppets look like Punch and Judy Its humour was mean, vicious, cruel nasty and, best of all completely indiscriminale It held royalty. the Church, politicians, stars and musicians in equal conlempt And it look the world by storm. Yes, world Spitting Image appeared in specially made shows for the US. Canada. Australia, France, Spain and Italy In Sweden the huge furniture chain lkea uses likenesses of national celebrates, The Chicken Song went to number one and a Ronnie Reagan 'Pel Hate' doggy chew mysianously appeared in the White House. There are even plans for a Disney-style Spitting World Not even creators Fluck and

Law can have imagined that kind of success when they registered the 'Spit 'N' Image (sic) company and took up residence in a disused warehouse in London's tole of Dogs They re still there with a aroe team that works on a kind of puppet production line churning out those cruel cancatures. What's not so wellknown is that the rubber dummies began life as plasticine models which were photographed and sold as postcards, posters and diustrations for the media. The transition from solid models to bendy moveable puppets only hap pened after a painfully slow period of experiment, negobation and fund raising, with, all one point Sir Clive Sinclair putting money into the project Now the making of a Spitting Image puppet is a finely haned art, though still one which requires a good deal of time care and money Tha process begins with a caricature drawing which is normally done from a number of photographs from magazines and newspapers. Like any canca ture it involves cruelly accenuating obvious features in people Easy targets are things like Prince Charles' ears Thatcher's nose, Jemmy

Hill's chin and the Pope a slappy pontiff's pete. These pictures are then lacked up on a board and a clay model is lashioned into an will likeness. Much of the work is handled by staff, but originally Roger Law used to work on the overall bust with





Michael Cains at the modelling sizee. Not a just of avents know

Peter Fluck coming later on and putting in the ugly creases and hideous warts that seem to disfigure most of their pupnete

Resin is then painted all over the finished figure to seel drobe department where the the clay so that the fibre glass mould it is used for doesn't stick The mould is simply a Most of the Cabinet, the offinegative of the face which leaves a seam along the middie of the head where it joins front and back. The puppets are either made from foem or latex set in plaster. The latter added, like the CND badges method is quicker, but the which appear on the Queen loam is much more durable The formula is by the way, like Colonel Sanders secret re two-hingers-up-Socty's-burn

you plastic surpeons have studied its potential. All that Fluck. and Law will edmit is that there are five chemicals in the recipe and the heads are 'cured' between 100° and 200° centigrade

With the latex/foam puppet finally 'sel', a bizarre looking unit is inserted into the skull This is the eve mechanism and a cable extends down the spine allowing the eyes to be swivelled realistically.

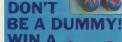
The puppets are painted and touched up with those individual characteristics which add to the grim ealism of the whole model Hence you have the dark spetters which make up Kinnock s frackles, or the unsightly drip which is Gorbachev's birth-

After that it's on to the warpuppets are dressed - often in clothes from chanty shops cial book says, is clad by the Spastics Society

it's also here after a week's work in some cases that those loving touches are

Control of the puppets is far removed from the traditional dipe, a closely guarded secret. lechnique practised by the likes of old Harry Corbett Some of the puppets can take up to three people to control them, working the mouth, eyes and arms II's no lie that if 5 so strenuous that weight training is necessary for some of the puppeteers

You'll be able to see the puppets in action egain on Seturday 29th October in a special entitled 'Bumble Down. The Life and Times of Ronald Reagan' based on that loveable old dodderer (shome mishtake here shurely - Ed) in the White House It's followed up by a new six episode senes beginning a week leter Add that to the 'Spitting Image Komik Book to be released shortly before Christmas and globel domination beckons



WIN A

how do you win? Well let's test inel is responsible for putting out

is the Thatcher puppet always dress in? gan belonging to Ronald Reagan went missing one

at unpleasant habit does the Roy Hattersly dummy lapse

That was easy wasn't it? Now for a flo-breaker — tell us high pupped not yet created should grace the next series? Answers on a postcard to Spitting Cempo, CU, 30-32 arringdon Lane, London EC1R 3AU, Compo closes Nov 18.

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Welcome to the new-look trps section. To keep up with rest of the mag, Play To Win has had a bit of a re-shuffle, and now includes hints, tips, and maps plus POKEs from the now-defunct God-like Genius section. These are all bundled together now, so you won't have to go scouring the mag to find them.

From now on, both 64 AND Amiga games are featured, so any Amiga owners out there with hints, POKEs or maps should send 'em in There's also a prize for the best entries, of a brand spanking new CU T-shirt, pfus a hot piece of

software for the Commodore machine of your choice

So, no excuses - get writing, drawing and poking. The address is PLAY TO WIN, Priory Court, Farringdon Lane. London ECIR 3AU To lack off, here's a Thundercass listing for all those Amiga owners with two drives or a lMeg machine — well, there's bound to be one.

THUNDERCATS 10 PRINT TAB/101\*\*\* Thundercats cheat © DAVID SLACK \*\*\* 20 PRINT. PRINT "Insert your Thundercats backup disk" 30 PRINT "in any drive and press a key-" 40 WHILE as = 50 a\$ = INKEY \$ 60 WEND

70 OPEN "R". #1. Thundercats-cheat c/thunder", 1 80 FIELD #1, 1 AS 15 90 PRINT PRINT "Would you like unlimited lives Y/N" 100 b\$ = !NKEY\$ 110 b\$ = UCASE\$ (b\$) 120 IF b\$ o "Y" AND b\$o "N" THEN 100 130 (F bs = "Y" THEN 270

140 PRINT: PRINT "How mo lives do you want 1-255:": 50 INPLIT n 160 IF not AND no 255 THEN 150 170 n = n + 23770

180 n1 = INT (n/256) 190 n2 = n - (n1 \*256) 200 PUT #1, 19903 220 LSET IS = CHR\$ (n2) 230 PUT #1, 19904 240 CLOSE # 1 250 PRINT "finished" 260 END 270 LSET (\$ = CHR\$ (24) 280 PUT #1,32410 290 LSET IS = CHR\$ (224)

300 PUT #1.33096& 310 CLOSE #1 320 PRINT "Finished" 330 END

This listing allows you to have either unlimited lives or to specify the number of lives that you want. This program only works if you have 2 drives or at least 1 mag of memory.

1. Make a backup copy of your TC (Thundercats) disk on to a blank disk. 2. Relabel your backup capy to "TNUNDERCATS CHEAT" 3. Load AMIGA BASIC. Type in the listing printed below.

S. Save the listing on disk. 6. Run the program. S. To use the chest version of TC follow the instructions for either 2 drives or for 1mer:

2 Drives 1. Reset your compute and put your original TC in drive DF1: (and your TC backup in DFO: 2. TC will now load and run.

1. From your workbanch dish copy L: RAM-MANDLER to your TC backup disk and also copy C/ COPY to your TC backup

Change the file S/ STARTUP-SEQUENCE on your TC backup disk to read "COPY C/TNUNDER RAM:" and press RE-

TURN. S. After a short time you will finally be able to play your cheat version of Thundarcate

### Thanks to David Slach of Kent for that one. BACK TO

THE FUTURE We had a cry for help from D Rochelle lost month, who couldn't get past 'PRESS PLAY ON TAPE' with Back To The Future. It just on happens that someone sent in the entire solution. Untortunately, his name has gone missing. But thanks. whoever you

Give the Love Poems to George, Nis picture turns green and ha will then follow you. Take him to the hall, and freeze him with a

If Lorraine Is out in the hall, go and find har -- she follows you automaticelly. Whan you enter the hall, walk past George and pich up the guitar. As Lorraine walks past George and

touches him, freeze her APOLLO 18 with the guhar,

The family picture on the right now starts rageneraling, and continues until the guitar wears off. Nather than wait around until this happens, go to the coffee shop and wait. Biff soon appears. Give him come coffes; this freezes him and keeps him out of your way for a while. Go back to the hall. If Lorraine and George start moving, then rapast the process as

Once the picture is complate once more, go to the Doc's house. Enter, then exit, and the sports cer whisks you back to the future. Easy, really.

# KATAKIS

Hi! Guttentag, Deutschlender compütervolks. Ole Peter Galesen from Norway has a cheat für der R-Type verboten program Katakia, (Amiga version available en Deutschland only). To activate dem trainer mode prass 'Y' at-Take der Dne/Two player selection, followed by der maustaste in port zwel. Press right maustaste feuran until das spiel loaded. You have now infinite Katakisvessel. Gut,

Anyone whishing to perfect their astronaut trai ing on EA's Apollo 18. should thank someone called 'WHO' for this quickie: Reset the game on the title sersen and type POKE 2356, \*: SYS 2335 Replace '\*' with the num

hers I to 11 to practica any stage you wish. . . 1 Mission Control 2 Docking **4 Course Correction** 

6 Lunar Landing 7 Evs. Moonwal B Lunar Lift-off 9 EVA, Spacewalk 11 Re-entry

(Did you know NASA send astronauts to the Ed's parties 60 they cen become acclimatised to places with no atmosphere?)

## ASTERISK COR. NER

While sauntering through other people's code, David Lamb of West Yorks has found more messages from the authors. . Arkanoid II: F \*\*\* off out of my code you t't!

Mario Brothers:

licking w""r! Rambo: Get lost

Mega Apocalypse: Mack-ers F\*\*\* off and die (a sentiment also echoed by the authors of Last Ninjal



# PLAY

Well really, Mr Hicol! If anyone elec gets told to go away (or words to that effect), let us know - it beats reading POKEs all the time.

### ARKANOID II: REVENGE OF DOH -

If you're still struggling with Arkanoid: Revenge of Doh (and I think there's probably quite a few of you), type OEBBIE S on the high score table for infinite lives. What, it's that simple? Yes. And what's more, to show his affection for Miss Spencer, the author has left a secret message which you can read by haiding down the function Everybody say saahh.

## JET SET WILLY II

A couple of lesues back AV Buckland of Middx (amongst others) sent in a heart-randing plex for assistance with the old chestnut Joi Set Willy II. Ever keen to halp, Carl Twynhem of Hants has provided the following listing which allows you to POKE the guts out of it...

10 FOR A = 355 TO 427-READ Z POKE A, Z- NEXT 20 INPUT "Speed (1 to 10)"; A POKE 374, A 30 INPUT "Infite lives (Y/N)": A \$ IF A \$ = "N" THEN POKE

380. 173 40 INPUT "Abolish Sonte Collision (Y/N)"; A\$ IF A\$ = "N" Then Poke 370, 173 50 INPUT "Fall Any Height (Y/N)", A\$ IF A\$ = "N" THEN POKE 357,173

60 INPUT "Movement of proc- flow press 14, which takes tice levels (Y/N)"; A\$ IF A\$ = "N" THEN POKE 385, 173. 70 INPUT "Use F1 As Transporter Beam (Y/N)"; A\$ 80 IF A\$ = "N" THEN POKE 390, 173: POKE 395, 173:

To Finish (0-9991': A\$ A\$ = Right \$ ("00" + A\$, 3) 100 SYS 419 110 DATA 169, 174, 141, 98, 84, 169, 1, 141, 25, 115, 169, 96 141 32 115 120 DATA 206, 9, 84, 169, 4, 141, 160, 78, 169, 109, 141, 244, 81, 169, 173, 141, 198, 98, 169 130 DATA 76, 141, 233, 75, 169, 13, 141, 234, 75, 169, 75, 141, 235, 75, 76, 0, 56, 169, 99, 141

140 DATA 148, 130, 169, 1

# PLATOON

For all those people unfortunate enough to have bought Piatoon for the Amiga - tough. The game. that is. If you are still struggling on the first section on the title screen, and ues it. Lazera are dis-

go down the trapdoor and lighting point with one play the second level with a droid, then use the other full(ish) complement of for the clearing operation.

### QUADRALIEN The CU team weren't too

impressed with this Amiga arcade adventure shoot em up thingy, but if you 00 have it and want some help read on

MOOULES/NOOMS: Rooms are of increasing starting whti 141, 149, 130, 76, 150, 130, 32, 86, 245, 169, 1, 141, 215, module 1 (at 12 o' clock) getting harder up to mod-

ule 6 (clockwise). In module 3 all items on the floor are hidden and so a robot witti a built in Geiger scanner is esential. In module 4 ail floorbound redicactivity is hidden and on a Geiger scanner is again essential, although and I wouldn't be st all any robot can collect a surprised-type "ffambur- scanner in the room itself

**GAMEPLAY AND GENER-**

AL TIPS 1) Barrels of coolant fluid reduce temperature by an

amount proportional to the actual temperature. Thus the higher the tomeerature, the greater will be the affect of eanding a barrel down a chute. You may therefore find it a good idea to store up barrels near chutes, until the temperature gets rether high,

2) Temporature increases rate is linked to puzzle difficulty and entropy. To minimies this rate, keep entropy as low as possible and only tackle more difficult rooms when you heve discovered sources of coolant barrels. 3) Energy cells Increase

your TOTAL energy by 1000. The maximum level of total energy is 20000 and consequently there is on point in taking any until your total energy has been epleted to at lest 19000 (this depletion takes place during robot recharging). 4) In addition to this total energy, each robot starts a level with its batteries full, Therefore, to make full use of your energy supply, ues as many different robots as you can.

5) Touching s Quadralien will drain a robot of 1/16 of its energy and is consequently to be avoided. Where such contact cannot be avoided, uso a rebot with a low onergy status to minimies loss. Marina and a blue Quadralien will, of course, be mutually rapellent and therefore her energy drain in such situations will be vasdy reduced. With Spud, howevor, things are reversed he will aftract red Quadreliens and is consequently



you straight to the village. Go to the far left hut and cellect the torch from the

abled in this room so wits and intelligence are most important.

Medule 5 is in darkness roung pot. Now go two although the lights will huts to the left and collect come on when a robot sits the map after shooting the on a lighting peint. Thus it POKE 400, 173 guard. You can now go to may be a good strategy to more susceptible to ener-90 INPUT "Objects Required the next but on the right, etart off by looking for a gy drain.

Taking on the zeppatin



Make sure you don't blub your these to Jace.

Having trouble defeating the Hun? Having a Nazi experience? Gary Whitta has finished Rocket Ranger, so we picked his brains. Not very much there, but still . . .

# THE WAR ROOM

Your main priority in the War Room is to find eith arium plants. Until v find these, them's ab gypt, East Africa, Neny outh Africa) as one of t Nazi bases is nearly AL-Nazi bases is nearly AL-WAYS there, admowhere. If an agent tinds a rocket base, immediately remove him and reposition him elsewhere. The same goes if they find something like a brainwashing plant or it they tell you about junaram traces or Nazi radio

Don't spend more than 10 whole months at the Fort. If you still have not found the base after 10 months, abort and try again. As soon as you find the Nazi bese, organise re-sistance and fly straight to sistance and fly straight to it. If one of your agents is caught, just carry on. If you lose more than two, res-tart. NEVER order agents to maintain a high profile ac they nearly always gat caught.

# THE NAZI FIGHTER PLANE

A bit of a toughy at first, but sasy enough when you know how. Always keep Cody positioned ag th you can see his back a out his belly. With yo finger holding down t om of the scroen and for the fighters to sar. When they do, maneguare es you am rectly below them and let tem have it, it you'rs

lucky you'll come out un-scathed.

# THE ACK-ACK

Attacking the Mazi Lunarlum bese is a piece of cake. Just avoid the flak (a dod-Just avoid the flak (a dod-dle) and remember to fire slightly prematurely at the gun emplacements to allow the Lunarium to spread once it hes hit the ground.



Simple really, just punch the guard in the head when he blocks to his body. You don't need to block your-self until about the third fight. Keep punching relenflessly and you'll emerge victorious.

# THE TEMPLE

Keep pulling down on the joystick to keep Cody co-



Just a amail point, but watch your take-off



Die, and floc tembles out the sky

vered while the machine guns are firing. When a window opens, rush over so you are directly below it so you are directly below it and open fire (you get ab-out three seconds before it fires). When all the win-dows heve been knocked out, a door in the centre opens to let you in.

the zeppelin automatically. On the first screen, concantrate solely on blowing away the rocket torpees. You can't hit the zep at this range so don't to fire a few ranging shefs before you attack and then try to hit the canopy belo the main airbag (try to slow for the bobbing up and down of the zep). If you succeed, the canopy shes green and you are taken inside to meet the prot and Jane. The correct answers to Jana's questions are:

1=I'm on a mission from

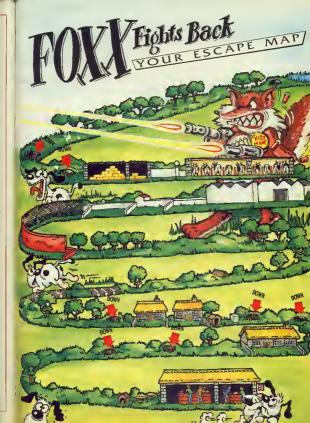
2-I'm only just warming up. 3-You'll nover believe mo (or words to that effect).

Receasely tough is this one. Keep on firing (only duck when absolutely ecessary) because the final game is played to a very strict time limit (due to your eyesight being sakened by the lar partities of Lunarius The female lunar death slappas fire directly down at you, making siming very difficult. The trick is to fire ortical. The trick is to he on them before they get a chence to attack, ie while they're sliding down the ropes. There are plenty of zombies to waste so don't heng about.

Basically, you'll have to rely on practice and good lock but these should set you aff on the right loot.









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#### **ALIENS**

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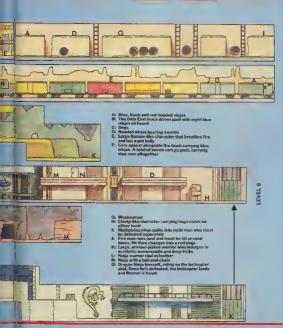
# DRAGON NINJA

DATA EAST N Dragon Minja is Data East's recent oriental beat 'em up, which follows the fortunes of two bad duides (it was originally called Bad Dudes or Dragonnia) as was originally called Bad Dudes or Dragonnial) as closes opponents in order to face Dragon Kinja himself, and thee President Rome from the crea-ture's gip.

The following map should belp ease the burden of combat, and should also be useful when the Dosan version opponent in Jenuary.

12

# TO N



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GRAPHICS: SOUND. TOUGHNESS: ENDURANCE: CONVERTABILITY. OVERALL:

# LASSAUL

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The rank in ministration of infanty and unimeration changes and direction changes ing the whole landscape to enumpressively as you take interesting the vasive action in the additional control of the co

origer in envirous rumbing ridisthal accompany there rayed directional shifts are also unling increasing when your tank attempts to make its way across rocks, dround

Apart him the obvious full feward and fractivated drives and and right hand whoels the hole stan allow you to bank tably reducing you traget areal deven do a wheelig if you through this last manney we while multishnowly squiezand the frebut to contain on the feet into

On each level you 11 nd a open fittingravity pad A hisch you can recrition in order to soot in a broeffi into space high above the battlego und This has the duel effect or allowing you to per your bearing and also his aim bronts down on a

infamiliery more hazardous ourney ordunal leaf dround leaf and of each leve you I start encountering burge. rapidly firing gun emplacemens, which require all your shill and ingemuch to deleat if you succeed

#### Just a minor obstacls . . .



### MAIN EVENT



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# ARCADES

#### IREM 3 x 10p

Transfer was and

behind. With the maximum of three of these characters in your wake the game starts to get really interesting. As you proceed through swemps, forests and temples, you and your

applict budles accounted as placed budles accounted from base officially resided Chinese musiketiers to encounted accounters with huge cutiesses applications who isso proposed within a typu, and hound and walls at you, and hound

bound through the size-in The first of the super-in hope line-splitting bod in tough to deal with in young it to the swood young it to the ship pirate swood of profit can ship jumps.



## SPIRIT SHINJA

Manager and a second

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ARCADES

#### TAITO 3 2 100









sandistify remained and estable. This soundation good to though have be confired that it is not exposed to the confired that is not exposed our safety sear quality with 1 you have his handles had notified behand his backet behand his backet behand his house for behand his house for behand his house for behand his house for the same for the house for the house for the handles of the house the drown which had not been seen and hardles well strong hout Wheel you add the him off the household had been seen and the household had not been diffused her household had not been seen and the household had been seen that her household had not been seen that her household had been seen that her household had been seen that her household had had been seen that her household had been seen to have her household had been her household had been seen to have her household had been her household had been seen to have her household had her household had been her household had her hous

Nick Kelly

GRAPHICS CONVERTABILITY.





# CU

#### DALEY'S OLYMPIC CHALLENGE COMPO

In a huge response to our "send a sweaty sock compo" apart from the name (or abnormal postcards) we did in fact receive three suitably sweaty socks, which Nick hall, they don't match! (Kelly Is now wearing (one on each foot). Peening back through the mists of time you could well see the

questions to which the snawers are 1, Munich (1972). 2, Moscow (1980) 3, Ben Johnson (whoops) 4, Los Angeles (1984).

In all there were twenty six winners pulled out from Mike's extremely large hat, and they are:

The entire Adidas kit goes to J C Stanly, Whitstable, Kent, and a pair of Adidas trainers (as worn by Daley) and a copy of the game will sprint its way to those lucky peeps:

Mr B Bowman, Sutton; Stephen Chapman, Staffs, Richard Gray, Norwich, Richard Walker, Dudley, Mr K. Palmer, Kings Lynn.

A copy of Dally's Olympic Challenge will soon fact fields booled up on the computers of these people Richard conditions to booled up to the computers of these people Richard Challenge Ch

#### NINJA 2 COMPO

Though my suggestions for an all-out Ninja surrivel-of-the-fittes! best was in fast ruled out, you were asked to de-moose the feet of four Bruce (what drugs?) Lee kims. And if you care to glance back to our. August issue her answers in Alphanumeric order ore, Dragon, Dragon, Boss and Fist, Now to clarify things even further here are the winners.

The lucky sod who wins the Amiga is Miss A Kauser,



Erdington, Birmingham

And the 25 copies of Nings 2 shall be shortly weeding their way to this motive grow-Gar Friesdan, Knowey, David Brown. S. Humbs, Mint Chusendjuk, Holland, Paul Chambers, Koderminste Bross, Westbestoume, Michael Lalimer Werkeng, CoolHempstein, William Shringlay, Sidoup, Sean Low, East Tibuy,
M. L. Thomas, Mod Gleenspart, Know Beatty, Corsham John
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Annold, John Dob, Broad Das, Robert Shimi, Hormgylow, Siere
Volk, Tae Sun Chee, Northal, Fren's Lambourne, Rescentives

# RFSIITS





.O.W. stand, as any fuls kng. SNK, you start off in a cramped cell your way through your cell door and

and feet, they run at you from both sides of the horizontally-scrolling screen. Of course, they're not much of a match for a cell-hardened

fell these wimps. Your controls consist of the

button which produces an array of



kicks, punches and elbow jabs when used in conjunction with the There's also a two-player option, so

And a helping fist or two soon beat 'em ups like Double Dragon weapons, the hardware in question

falls to the ground and can be picked up by you. Of course, if you yourself

more Towards the end of the level an

destroyed, if you manage to get past them, bud, you're a free man. Of course, the story doesn't end there. Without so much as a press conference, the newly freed you is back in action against the enemy,

Not a frontier crosser by any

GRAPHICS: SOLIND. TOUGHNESS: ENDURANCE CONVERTABILITY.

A guy can gal borad on his own.



Don't suppose there's any chance of a Hit?



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Top contributor and peoples writer, Mark Patterson has given up the roying life of a freelancer to join the CU team as Production Assistant. Apart from writing the magazine single handed he will also have to contend with all the design and advertising work. In fact we might even change the magazine name to Patterson User

This should pose no problems to Mark, who at the age of sixteen has already swum the Atlantic single-handed.



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# CHEATCARDS CHEATCARDS CHEATCARDS

Some maps give you a poxy free gift, charge you extra ("Wot? Only 25p more? Levva duck, Guvnort") and thet's your lot. Not CU. It's freebies all the way into the New Year and beyond with us. December's issue will have another set of cheatcards taped to the front cover of the map, with useful, guarance-tonic cheats and poles for finnics and 68 camers.

## AND IF THAT WASN'T ENOUGH...

Hold on to your stomack whilst we go Mack 3 with next menth's cover exclusive. Afterburner was one of the higgest ceix-ops of the year and it's a definite contender for the Christman number one slot. We print the first reviews on 8 and 16 hit.



## AND THERE'S ALWAYS...

Colo-spa. We get them first. Last year's hottest arrade games are this year's Christmas software releases, but what about the games that are set to blow as away in '89' We sent Nick Kelly to Japan for the annual JAMMAS show and he returned bearing many gifts.

#### NOT TO MENTION...

The hottest, most up-to-date tips for 64 and Amispa allies. There's another arounds map, a playyatide by programmer John Cummings to Seldier of Fostaco, plus a definitive points to the Lant Nigio II. All that for 1.30, plus the best ward nince WEI Shakespeare put meaker to type-writer. See you Hovember 26th. . .

# NEXT

# JYMMU'S

#### Wipe out

 Lown an A500 and wonder if you can assist me with the fullowing. 1. I have had some trouble

with my master disks. I have occasionally forgotten to leave the write protect tah set. Consequently Chave accidentally destroyed the contents of the disk. I have considered buying the Margudee II. Do I need an extra external Disk Drive or can I use my internal one only?

2. Could you tell me if there is a Suftware Hiring Company which caters for Amuga Software and, if so, could you recommend one. Matthew Paine. Southampton

One of the first things to say to all owners of an 4miga (or any other computer for that matter) - NEVER USE THE MASTER DISKS FOR ANYTHING OTHER THAN TAKING A CUPY FOR ACTUAL USE. It is tempting fate to use the Master copy of ony program, unless of course it is copy protected (a curse on their houses!) which prevents legitimate backingup and therefore encourages bad habits.

Games are the one understandable area fur copy protection, but there is on excuse for not taking a buck-up of the Borkbench disk and ony other business programs such as WP and databases. Always lock the manters away in a safe place and then you will always have a back-up in case of overwriting, corruption, disk failure or even virus atlack. If however, this advice is too late, contact the dealer from whom you bought the Amigo and he may be able to obtain

a replacement copy of Borkbench etc. If it is a rommercial program you have overwritten, get in touch with the suppliers. As for Marauder II I would he must surprised if it didn't run with only one disk drive. Indeed if you only have 512k RAM then some programs will not run if you have the second drive connected. Having said that, installing a second drive on the Amiga saves a lot of unnecessary disk swopping, and with some drà es as lon as £87 is really worth the extra. Finally, I am not aware of any company hiring out Amiga software (especially when considering the cost of setting up such a concern and the current pressure against hiring).

#### Reference

 I have owned a 64 for quate a long time and know quite a bil about programming it. As a reference guide I use the 'Programmur's Reference Guide by Cummodore.

However, now I am booking for something a little more extensive, for example, the other day I wave ou Atari 600, with a 2 inches thick User manual is there anything similar for the C64? B. Il octit. Harrogate.

N Turks

ff; ou want some comprehensia c notes for the 64 I would suggest one of the many well taid-out books for the 6-1. The Programmer's Reference Guide tends to give you the information rather than explain how to perform certain functions. One of the heat all-round books is the

one by Bac West: Programming the CBM 64'. This is about 600 pages of solid information with many explanations and examples covering just about every aspect of the 64. However, there are several other books around, most of them apecialising in one or two particular aspects of the 64 anch as sound or graphics. If you want something detailed about only certain aspects of the 64, then phone a Lompagy such as COMPLTER MANUALS LID on 821 786 6000 for their cutalogue. Rae West's book can be obtained from most bookshops (ISBN 0-9507650-2-3) and is published by Level Ltd. (Computer Publications); the publisher's distributors can be contacted directly or 0403 710971 if you have difficulty obtaining a copy.

How do you read and write to the various 'bits' of an address in the C64's memory leg how can I read bit 4 of the decimal location 56321/? Michael Grimwade Old. Australia 4555

Bits and boobs

In order to rend specific bits in a memory location you must mask out the bits that you don't went using the Boolean AND statement. The following example shows how to read hit 4 of register 56321: It (PEEK (56321) AND INTHEN GOST B 2000. This would couse the program to GOSL'B to a routine at line 2000 only if the fire button was pressed. Note that hit 4 is actually the fifth bit of the 8, since normal convention is to number the bits 0-7. To read



any of the other bitz you replace the 16 by the appropriate number as follow s

Number - 1 2 4 8 16 32 64 128 Bit No -- 01234567 To write to a single bit you must use the Boolean OR statement, so to SET bit 4 of a memory address (to 1) use the following format: Ptfkf. 56579, PEFA (56579) OR 16 facts Onto Direction Register to make fine 5 an output Fine). To UNSET hit 4 (to 0) use AND again: POLE 56579. PFEK (56579) 4ND (255-16). To set and unset any other bit in an address, replace the 16 in each case with the appropriate number as shown above.

#### Colour printing

 I am going to buy an Arniga 2000 and I would like some advice on printers. I would like to buy a colour printer which would print colour graphics equally well as text. Ive heard of the OKI MATE 20 which prints colour graphics extremely well but is not really all that good for printing text. Also, would there be any colour printers for the C64 which could print good quality colour graphics and lext?

I would very much appreciate your suggestions. Michael Gerecs.



New South Wales, Austrake

One of the best value for money printers on the market just now has to be the STAB LC-10C colour printer. This is available in either Centronics input or Commodore aerial-(EEE input. For the A2000 for any other micro with a Centronics printer part) get the standard version. This uses a 4 colour ribbon rather like the Epsnn JA-80 and can produre quite good colour graphics. It also has a perfecth acceptable NEG mode, which can also be used in rotour if required. For atmight pictures, I have to admit that the OAIMATE-20 does produce same le good results, but using it for text ant only reveals its limitations, but goes through ribbone at a remarkable

No dot-matrix printer, such as the LC-10C, is going to quite match the quality of the Okl for pictures, but compromise is the name of the name. The Star printer is certainly much more useful for everyday printing and has many useful features such as paper parking', single sheet feed and a choice of fonts. Prices vary from around £230-£270 depending on where you buy, but beware that all Japanese printers are about to rise in cost due to the recent EEC tevy which has been imposed.

#### Disabled burglar

 For a school project t am. working on a burglar alarm based on a C64, using the joystick ports. The problem is that when a joystick switch is in the on' position, the keyboard cannot be used properly. I wondered if there were any pakes to disable and enable the joystick ports to stop this problem (fam using Simon's Basici. Your help would be very useful. Nicholas Marsh. Sutton Coldfield

Really the joystick ports are not ideal for what you are trying to do. As you have discovered, the juysticks use the same registres on the keyboard acan routine and there is no simple way of resulving this problem. Even if you could 'disable' the jos stick ports this would mean that you might miss a potential alarm situation, In addition, there is no way of griting output from the parts to trigger an external starm or signat.

The best method of using the 64 for a burgiar slarm is

to use the User port. This gives you 8 lines, any of which can be configured as either inputs or outputs. The Data Direction Register at address 56579 determines which nay the lines are set. each bit in the register corresponding to a time on the part. If a bit is SET then the line is an output: UNSET means an input. The actual port address is at 56577 and plas C-L are the connections for the 8 lines (on the buttom side of the PCB connector). The Ov and St lines are pins I and 2 respectively (top side of board), but note that the maximum power drain from this part is 180mA (I'ee retays, a Darlington Driver chip or TIL thips to switch

If you don't airead; have a copy, try to get hold of the Programmer's Reference Guide for the 64; this will help you enurmously in setting up and using the User port for such a ршрове.

anything larger).

#### Printer compatability

f have just bought an Arniga A500 and I also own a Commodore 61.6 months ago I also purchased a Star NL10 printer for my 64.1 muld obviously like to use this printer with my Amiga, Is

this at all possible or do I have to save and hoy a new one? Mark Mendoza Hitchin. Herry

Provided the NL-10 bay a standard Centronics input then you have no need to warry. All you will need is an Amiga-to-Centronics printer rable, connect the two together and set EPSON F1-80 in the Preferences set-up. If you purchase a 2-wa Centronics data awitch then you can even have both of your computers connected to the printer and simple switch between them as песекылу.

Even for printers with only a Commodore serial-IFt.E. input, all is not toxt. By using a cable and software porkage from TRILOGIC called 'Amiga Print Link' you can use the 64 as a printer huffer for the Amiga, With this package, you teave the printer attached to the 64 and connect the 64 to the Amiga. TRILOGIC are on 0274 GN42A9.

#### Fooled

 A few months ago, 1 say an article about a device for the C64 called the Amulator. it was a hardware device which plugged into the user port of the 61 and fully emulated the Amiga 500. including the 512k of memory, it also enabled the use of the 1541 to store Armga programs. The article said. that it was made by a group from Sweden who had investigated the major functions of the Amiga's RAM and put it in a box for the C64. I was wondering if you have heard of this device, and if you have, rould you please tell me what you know about it, and give me an address t can write to about purchasing it. I would be grateful for any help you can gay me on this matter. Simon Robinson.

You've been had I'm afraid. the 'Amulator' was an April Fool joke in Zeap! and you fell for it like the nucker you are. The 64 just cannot reproduce either the graphics or the sound that make the Amiga such un amuzine marhine.

Australia

A lot of water has passed under software's outen londing since we last paper. There's been guarge and commay, commany and goings. Take Sevejarrat for example, the Revin Turroy of the software world, who has yound CU as an deputy editor. And then there's but young shuppersnapper. Mark Pannason, who's yound the

copychamp dept.

\*\*This boy event of the year came and
wert. No not blick Early genting his
round in, but the PC Show As usual it
was accompanied by revelly and
caroning of hadrons emerses. Even
before the elevent and begin Germin
were entertaining guests at Sceney
verus Strangfellows whose much to
the disapporturem of COI staff there
were no humbor present. The
Wedpreadur brought us to the Einze



● Of course many companies were trying to pet publicity at the show by making jumedest amouncements. The best of which was Mechagenic's comment that in looking for new offices "we tred to find the closest thing to Silicon Valley in Britain." They choce Reading.

They chose teating.

Meanwhile word reaches TLW's
ultra sensitive ears that Grentin boos
las Stowart was recently thed up by a
transvestine at a recent party held at
Centresoft. An unmarked tenner to
armee before the next issue lan and
we won't pent the rest of the unservoury details.

Anyone catch Network 7 on October 9th? If you did you'll have seen the brile Durings of Codemasters on the 'True or False' section of the programme proclaming that they





Blues brothers plus one

ington Roof Gardens where Telecomsoft handed out simplesses and ererybody was forced to listen to the erybody was forced to listen to the Couchter, Come Fluxiday the same faces all propped up in the Hippodrrene a Commoder's bath. This highlight of the week was Ocusin do at the Forum hosel whites stall writer. Nock fally's based the Fall Lady Surgawowed the thompany guests. Phew if sough at the both The fat iad whingeing

THE of the last of

were millionaire programmers. The answer was, of course, FALSE. We fix all right for some. Whilst TWM stayed belend and mataged the shap the Ed disposed off to Madrid with did mucher and C + Vic mpeeme Engages because back with take of a buildighting sumitation, at Emilio Martin progression foodball guitara, accete coalled Bonka, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, the Coalled Somba, and sleed bread called Bench, takeful right dare in the Coalled Somba, and sleed bread called Bench, the Coalled Somba, and sleed bread Coalled Somba, and sleed bread called Bench, the Coalled Somba, and th

Hasta la vista.

WORD

# STALLONE

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